

GENERAL

\$2.50

★ AVALON HILL

September-October 1983

Volume 20, Number 3



R. MacGowan

★ The AVALON HILL GENERAL The Game Players Magazine

The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill wargames. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. The GENERAL is published by the Avalon Hill Game Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff. Avalon Hill is a division of Monarch Avalon Industries, Inc., a wholly owned subsidiary of Monarch Avalon, Inc. The shares of Monarch Avalon, Inc. are publicly traded on the NASDAQ System under the symbol MAHI. For information about the company write to Harold Cohen at the executive offices of the company, 4517 Harford Rd., Baltimore, MD 21214.

Publication is bi-monthly with mailings made close to the end of February, April, June, August, October and December. All editorial and general mail should be sent to the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. One year subscriptions are \$9.00. Two year subscriptions are \$14.00. All domestic subscriptions sent via bulk permit. Domestic First Class Delivery and all subscriptions to Canada and Mexico must pay an additional \$9.00 per year postage charge. All overseas subscriptions must add an additional \$12.00 per year postage charge. Send checks or money orders only. AH is not responsible for cash lost in transit. Those with a current American Express, VISA, MasterCard or Choice may call 800-638-9292 toll free to renew subscriptions or order merchandise. Absolutely no complaints or questions will be handled on this number. Any business other than a credit card purchase must be handled by mail. Address changes must be submitted at least 6 weeks in advance to guarantee delivery. Paid advertising is not accepted, but news of importance to the gaming community is solicited. Convention announcements must be received at least 3 months in advance and contain information pertaining to AH games in use.

Articles from subscribers are considered for publication at the discretion of our editorial staff. Articles should be typewritten, double-spaced, and embrace the tenets of good English usage. There is no limit to word length. Accompanying examples and diagrams should be neatly done in black or red ink. Photographs should have caption and credit line written on back. Rejected articles will be returned whenever possible.

EXECUTIVE EDITOR: Donald J. Greenwood

MANAGING EDITOR: Rex A. Martin

GRAPHICS: Jean Baer, Dale Sheaffer, Charles Kibler, Rodger MacGowan, Stephanie Czech, David Lawrence

Cover Art: Rodger MacGowan

Masterhead Design: Stephanie Czech

AREA Technician: Brenda Parrish

GENERAL Subscriptions: Gertrude Zombro

Purchases of Games, PBM kits and parts: Brenda Brauer

FOREIGN DISTRIBUTORS: Overseas readers are urged to make subscription arrangements with the appropriate agent, AUSTRALIA: Jedko Games, 18 Fonceca St., Mordialloc, 3195, Victoria; DENMARK: Jørn Eriksen, Søndertoften 209, DK 2630 Taastrup; GREAT BRITAIN: Avalon Hill (UK) LTD, 650 High Rd., North Finchley, London N. 12, ONL; JAPAN: Post Hobby, 1-38 Yoyogi, Shibura-KU, Tokyo; SINGAPORE: Wong International Entr., 6 Jalan Sinar Bulan, Singapore 1750; SOUTH AFRICA: Gamma Games Ltd, P.O. Box 2904, Capetown 8000; SWEDEN: Target Games, Skogvaktargatan 2, S-11542 Stockholm.

Rules Questions: R&D, NOTE: all questions should be diagrammed. No questions can be answered which are unaccompanied by a self-addressed envelope. Questions must be based on rules of play (not historical or design matters) and be based on the current rules edition. Questions on more than one game must be listed on separate pages and accompanied by a separate SASE for each game.

IF YOU CHANGE YOUR ADDRESS: Inform us immediately. The Post Office destroys magazines even if you leave a forwarding address. AH ASSUMES NO RESPONSIBILITY FOR ISSUES LOST DUE TO AN INVALID ADDRESS. Please state both your new and old address.

Copyright 1983

**The
AVALON HILL
Game Company**

4517 Harford Road,
Baltimore, Md. 21214



Avalon Hill Philosophy Part 99

ADVANCED SQUAD LEADER (hereafter referred to as *ASL*) will occupy all my time until its printing. The title itself is something of a misnomer, and does not do justice to the effort being expended on it, the connotation of "Advanced" suggesting that it is more difficult than the original but not essentially different. While it is true that *ASL* in all its depth may well be more complicated than the basic *SL* game, it is our intention that it be far simpler in application than the whole of its predecessors' parts. To the purist, however, *ASL* should play far smoother than even basic *SQUAD LEADER*. For *ASL* is more than just a recompilation of that which has gone before, although reorganization plays a significant role in the increased playability of the game. Rather, *ASL* is a new game in and of itself, forged from the battle-tested trials of nine years of constant evolution as simulation gaming's widely acknowledged leader in its field. Veteran squad leaders will find that the system itself has changed in myriad ways

beyond mere reorganization and that the rules and tactics employed countless times in the past may no longer apply. *ASL* will require careful scrutiny by veteran and novice players alike; those expecting to use it merely as a handy reference book to a system already learned will be surprised by the extent of inherent change.

The looseleaf binder format planned is a first for Avalon Hill and acknowledges the ills of a constantly evolving system. Although we would like to say that this is the final word, experience has taught us that perfection is an elusive target and nigh on impossible on a scope this large. However, players should find it easy to augment further additions to *ASL* by posting them to the binder as new modules become available. Errata and changes, the inevitable miscreants of a system as rich in detail as this, will be cleanly incorporated into the binder by simply replacing obsolete pages

Continued on Page 43, Column 1



CRAFT OF THE SOLDIER-KING

The Winning Edge in *FREDERICK THE GREAT*

By Deane Sperdakos **5**

DIPLOMACY AND GRAND STRATEGY

How to Prevent the Lights from Going Out

By Joseph Balkoski **11**

THE SILESIAN WARS, 1740-1745

More Scenarios for *FREDERICK THE GREAT*

By Arnold Blumberg **15**

SUPPLEMENT TO THE COMMANDER'S NOTEBOOK

Analyzing the Rest of the *PANZERBLITZ* Scenarios

By John Hunter **21**

MONTCALM AND WOLFE

The French and Indian War—1759

By Fred Sassin **28**

GENTLEMAN'S GUIDE TO FANDONIA

A Lost Work of Strategy

By Michael Anchors **31**

THE COMPLEAT DIPLOMAT

Is Munich Burning?

By Rod Walker **33**

FOR GOD AND THE KING

Expanding *CONQUISTADOR*'s Repertoire

By Greg Costikyan **34**

THE RATINGS GAME

Surveys in The *GENERAL*

By Peter Kiczek **36**

PLUNDER IN THE WEST

Strategies for *CONQUISTADOR*

By Greg Costikyan **39**

NEW OPTIONS FOR MISCREANTS

Additional Tables for *DOWN WITH THE KING*

By Glenn Rahman **41**

Tactical Armor Command

Here are just some of the exciting features:

- **T.A.C.** can be played solitaire against the computer or as a two player (or two team) game with the computer as mediator.
- The most important armored vehicles of Britain, Russia, U.S. and Germany are available to command—40 in all.
- Choose from five different scenarios to play. Actions range from open meeting engagements to assaults against prepared positions.
- You pick the sides. You choose the weapons. A simple purchasing system has been provided to let you "buy" what you want in balance with your opponent.
- The results of combat are determined by the computer. It factors such critical elements as range, armor thickness (front, rear and flanks), tracking time, the speed and maneuver of both the firing and target units, visibility and weapon adjustment to determine weapon accuracy.
- Special options include hidden movement, improved positions, smoke mortars, minefields, close assaults, overruns and indirect fire.

T.A.C. on diskette retails for \$40.00 and can be played on the following computers: Apple® II's with 48K (Mockingboard™ Sound Enhanced), Atari®'s with 48K, Commodore® & IBM® versions coming this fall.

One last tug to the helmet strap—a reassuring glance at the line of powerful steel monsters and you know all is ready. From your command hatch you raise your hand and order "forward"! The air suddenly fills with the roar of engines and the rumble of treads, as the mighty dreadnoughts of the land start forward. You command a team of your country's finest armored vehicles in a mission to search and destroy the enemy.

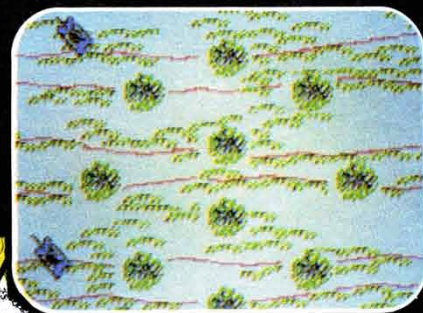
T.A.C. is a game of World War II tactical armored combat. You pick a nation (from among the four major combatants—Britain, U.S.A., Germany and Russia). You build a combat team from their most powerful tanks, assault guns and tank destroyers. You command the team you've created in major operations against like forces of the enemy.

All the famous vehicles of the second world war are here—Tigers, Panthers, Shermans and JS II's; Jagdpanthers, SU 152's, Fireflies and T 34's, just to name a few. They have all been thoroughly researched and their important features programmed into the game. Each vehicle is distinguished by such elements as armor thickness (rear and flanks as well as front), fire power, speed, acceleration and gun traverse. Even minor points like fuel tank location can be critical.

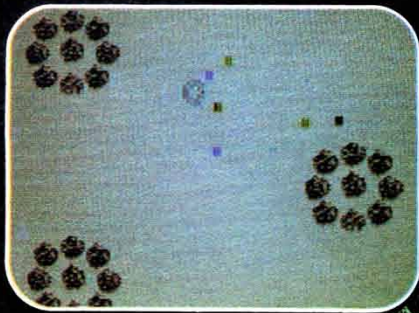
The computer handles all the technical details. This lets you concentrate on making the same kinds of decisions the real life tank commanders made. You search for the enemy, set your speed, aim your gun and knock out the enemy. The computer will handle all the rest.

BY RALPH BOSSON

* Trademark of Apple Computers, Warner Communications, Commodore and International Business Machines.



Tactical Level



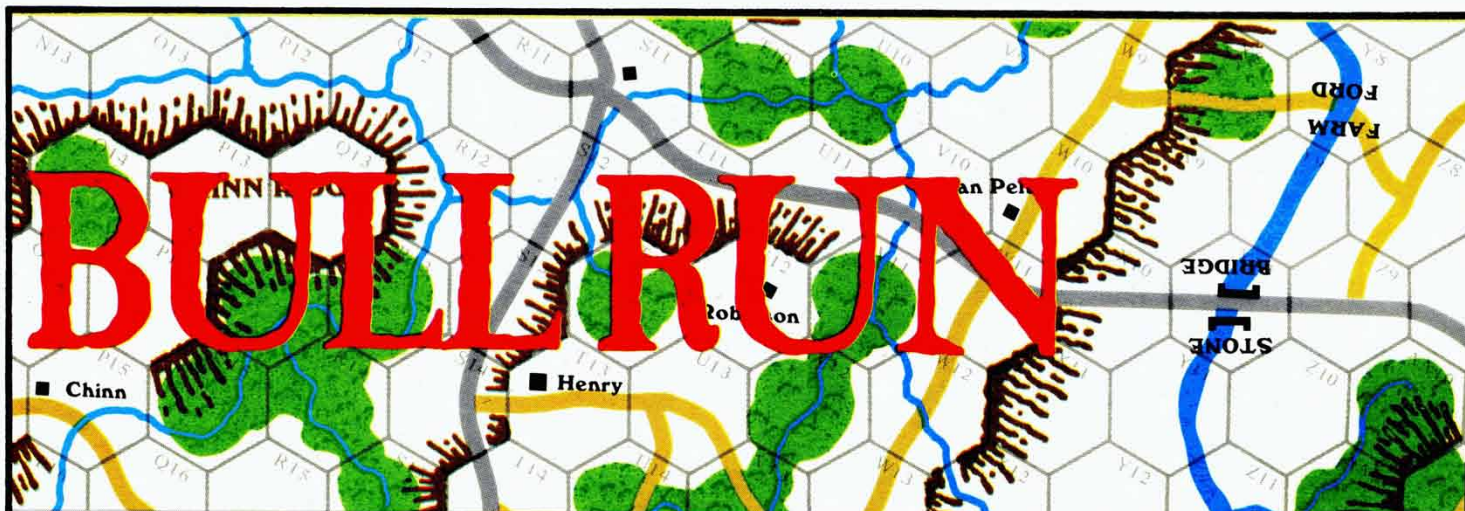
Strategic Level



Available at finer computer stores everywhere. Or call TOLL FREE: 1 (800) 638-9292 for fast credit card purchase. Price: \$40. Ask for Operator M.

microcomputer games®





8:30 AM, July, 1861 Somewhere off beyond the Virginia Woods, the Union Army was moving . . .

. . . and all along Bull Run, Confederates wondered where it was going and hoped that the Yankees would be stopped at the river. At headquarters, J.E. Johnston and P.G.T. Beauregard were planning their own attack, while at the fords James Longstreet, Dick Ewell and Jubal Early were braced in case the attack struck them. Thomas Jackson's brigade was marching on a dusty farm road to reinforce a bridge being shelled by a solitary Union gun. At that bridge, at the left end of the Confederate line, Major "Shanks" Evans puzzled over the Yankees before him. For hours they had done nothing but shell his detachment. Why were they waiting? What were they up to? Spotting a glint, an officer turned his telescope to the "impassable" hills beyond the Confederate left and gasped. Rows of bayonets glittered in the woods, reflecting the morning sun! The Union Army was crossing Bull Run at the ungarded Sudley fords!

The first great battle of the Civil War was about to begin.

BULL RUN is a gamer's re-creation of the First Battle of Bull Run. It captures the tactics and "feel" of a Civil War battle with a system that is playable and easy to use, and also contains a wealth of information about the battle itself.

Both the map and the opposing forces embody many corrections not available in other games and books. The map shows the area where both armies deployed, west to Sudley Mountain and east to Union Mills. Though stylized for ease of play, it shows much detail on a scale of 1000 feet per hex. The pieces include all of the regiments, battalions and batteries in the opposing armies, organized into brigades and divisions as they were on the day of the battle. Extensive research led to new insights and cleared up many misconceptions about the terrain and armies.

In BULL RUN, the armies must march into position and deploy to fight effectively. Enemy columns maneuver along the roads until one side reaches a position where it can deploy and bring on a battle; the players must plan where to deploy and how to get there safely, in the face of the enemy. Reserves are important to counter enemy maneuvers or to add strength to your own attack. The net result is to emphasize the importance of foresight, while capturing the strategy and pace of a Civil War battlefield.

Tactical skill is very important because terrain affects combat and movement. Infantry can defend behind "military crests" while artillery must find good positions where they can unlimber and fire at long range. It takes skill to get the infantry and artillery to work together, however, since artillery is slow and clumsy when moving cross-country.

The famous generals at First Bull Run are represented, with special rules that reflect how their leadership affected the battle. A simple, easy system shows how they differ in initiative, tactical skill, elan and rallying skill.

Finally, the situation is one of the oddest of the whole Civil War. The armies were separated by a river, but neither was strong enough to block all the crossings. The Union outflanked the Confederates in a night march, but since the armies were equal in strength, this automatically meant that the Confederates had an attacking advantage on the other flank. Each army was in position to attack, but out of position to defend.

Both armies had the strange and fascinating task of defending on one flank while attacking on the other. The army that could strike the best balance would win the battle.

BULL RUN is now available for \$16.00 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% for shipping and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.



THE CRAFT OF THE SOLDIER-KING

The Winning Edge in FREDERICK THE GREAT

By Deane Sperdakos

FREDERICK THE GREAT simulates the campaigns of Frederick II of Prussia in the central European theater during the Seven Years' Wars. Originally published in 1975, this classic game is a simple but accurate simulation of 18th Century warfare, with the emphasis on maneuver rather than on combat. *FREDERICK* has a reputation for being a bit of a "coterie" game with limited appeal for the majority of gamers—the period is obscure to many; the units lack variety; it isn't exactly a slug fest. Victory generally goes to the player who carefully husbands his forces and rarely risks battle. Very little territory changes hands during a typical game, often no more than two or three fortresses. Yet there is a lot happening beneath the surface that keeps the game exciting. The upgraded components and wide distribution provided by Avalon Hill will win new fans for this undeservedly neglected masterpiece.

Components for the new *FREDERICK* are standard-issue Avalon Hill, from the McGowan painting on the box cover to the unit counters. Potential buyers should not be confused by the full title of the game: *FREDERICK THE GREAT: Campaigns of the Soldier-King, 1756-1759*. While this describes the original version, which included scenarios for only the first four years of the Seven Years' War, it does a disservice to the Avalon Hill re-issue, which contains an additional three scenarios covering the last three years of the conflict. Presumably, there is some legal reason for the retention of the old title [just an oversight actually], but it can mislead the buyer into thinking that the game is less comprehensive than it is.

One of the major criticisms of the elder edition was that the map was exceptionally drab. Avalon Hill's artists have improved things somewhat, brightening the colors and printing the fortress symbols in vermillion and the mountains in dark brown. It still won't win any prizes in the rainbow department, but at least it isn't painful to look at and is quite elegantly functional. One corner of the board contains a summary of the Sequence of Play; all necessary charts and tables are printed on the eastern quarter. The map itself covers an area from Alsace-Lorraine to East Prussia and Silesia, from the Baltic to Vienna. The only terrain features are rivers, mountains and fortresses. In addition to the 35 fortresses shown, there are several "open" cities marked on the mapboard, but these play no part in the game.

About the counters, I have mixed feelings. The one indisputable improvement is the printing of names on the leader counters. This is a minor point perhaps, but it improves the ambiance of the game; and it is certainly superior to the tactic of printing only rank numbers on the leaders and then "recycling" them from scenario to scenario. Now each leader has his own counters and players are able to think in terms of the incompetent Duke of Cumberland instead of the vague "Hanoverian Leader No. 1".

On the negative side, there are some problems with the colors chosen for the new *FREDERICK* counters I feel. Granted, the old colors were as drab as possible—pale blue, white, grey, black—but they were perfectly clear and presented no problem with readability. Now the Prussians are dark blue, so dark that it can be a real strain to see the factors on them, especially since they're printed in black on blue instead of white on blue. Russians are now black on green and can be equally obscure. Empire units are black (they used to be a very pale grey);

Hanoverians and Austrians remain unchanged, powder blue and white respectively. The French, however, used to be a darker shade of grey than they now are. As is, their units can be difficult to distinguish from the white Austrians; although it helps to have the nationalities printed on the troop units, leader counters lack this distinction. Fortunately, French and Austrian units rarely operate in the same areas, but giving the French a little better definition would have been better.

A brief word on the rules folder suffices. As they have done in some of the other recycled titles (*CONQUISTADOR* is a pleasing exception to this), AH has basically reproduced the original. Since the older version was well-written and fairly complete, this is certainly a justifiable shortcut. And, Joe Balkoski has made some nice additions. A brief introductory paragraph and a set of historical pictures enhance the pages. He has added a short historical summary to each scenario description, which is a nice touch; but they've deleted the Designer's Notes, which were quite helpful in familiarizing players with this unusual game. A really welcome addition is the inclusion of the three new scenarios covering the campaigns of 1760, 1761 and 1762. My only wish is that they had developed a grand campaign game linking the seven years of the war *FREDERICK* covers. [No sooner said than . . . see Mr. Balkoski's article in this issue.] It would also be nice if some *FREDERICK* enthusiast with greater design skills than I, came up with a campaign or two from Frederick's previous major conflict—the War of the Austrian Succession—which established his reputation. [Again . . . see Mr. Blumberg's piece herein.]

The only rules changes from the first version is that the Allies must subtract two victory points for each eliminated friendly strength point in excess of twenty instead of in excess of fifteen. This simple change dramatically improves the Allies' chances and successfully balances some of the scenarios which otherwise were weighed against them.

The Game

FREDERICK THE GREAT is simply a great game. The rules are elegant and reflect quite well the warfare of the period. The game, like the campaigns it simulates, is about supply lines and sieges. Battle is the last result, a specific weapon used for specific purposes which vary with the situation, not an end in itself as it was to become in later centuries. According to the doctrine of the times, men were expensive to raise and train and were not risked casually. War was conducted in a "civilized" fashion, compared to previous and subsequent times. Armies were encouraged to sustain themselves through supply lines and depots rather than by devastating the countryside in search of forage. Objectives were as limited as the means. Frederick wanted to secure his possession of Silesia, not to conquer Austria or any of his other enemies. The Coalition, in turn, sought to delimit the power of Prussia by preventing it from expanding. In the end, Frederick succeeded in holding the province he coveted but the price was high. The game accurately simulates all these considerations.

In most scenarios, the Allied situation is grave. Heavily outnumbered, they are surrounded by hostile forces. Their advantages are superior leadership and interior lines. But they cannot sit still;



Frederick must be constantly on the move, parrying threats all over the map. The Coalition, conversely, must be aggressive in all sectors; the more places Frederick must rush to defend, the less he will be able to accomplish.

Players should guard their supply lines very carefully, making an effort to construct their depots in the most advantageous positions. Investing enemy fortresses should be their main concern.

The longevity of any game is determined by its "depth". The more strategic decisions the players are forced to, the deeper the game. *FREDERICK* is a classic precisely because, despite the seemingly static nature of the game, strategic choices are manifold. There are very few units of maneuver on the mapboard at any given time. Rarely will any nationality field more than three armies at once, often only one or two. In a typical scenario, the Allies might have three or four Prussian armies: one in Silesia, one in Saxony/Bohemia and one mobile force under Frederick dashing from theater to theater. If things are going well, they might be able to send forth a fourth army to deal with the Swedes and try to hamper the Russian advance. In addition, the Hanoverians may be split into two armies but they often are better off staying concentrated. In an average game, therefore, the Allies may have six basic units of maneuver to worry about, not counting small temporary detachments or reinforcements moving to the front. The Coalition might have two or three Austrian armies, one or two French, one Swedish, one Russian and one Imperial—for a probable maximum of seven units of maneuver. This lack of unit density makes the game very interesting and intense. It is not enough to push a lot of cardboard around and hope for a lucky die roll. The utilization of each force must be carefully thought out and each SP is important, especially for the Allies who will suffer double losses if they are too profligate with their men.

The question of SP preservation also plays an interesting part in sieges. Knowing when to grant the honors of war and when to refuse them, when to surrender and when to resist, is almost a game unto itself. The Prussians, for example, will usually choose to surrender in the hope of exchanging prisoners later in the game and thus preventing the loss of VPs. But, if they've already lost many more SPs to capture than the Austrians, then they may be better off to weather the assault; since excess prisoners count as losses for VP purposes at the end of the game, they will lose less in the finish by dying now and taking a few Austrians with them. For example, assuming that the Allies are already over the 20 SP limit, that the Austrians already hold 10 Prussian SP prisoner, and that a garrison of 2 Prussian SP in Breslau is denied the "honors of war" by Austrian besiegers, if the Prussians surrender, they will lose an additional four VPs at the conclusion of play; but if they refuse, they will still lose four but the Austrians will lose two, for a net Prussian loss of only two VP.

Each scenario presents a slightly different situation with slightly different problems and slightly different solutions, despite a surface resemblance. The following analyses of the various campaigns and alternate strategies for both sides in each will, I hope, give readers some indication of the subtleties involved in this fascinating game. (Numbers in parentheses following leaders' names indicate initiative value, attack bonus and defense bonus, in that order.) These subtleties are the craft and art of the Soldier-Kings, both then and now.

The Campaign of 1756

This is the shortest scenario in the game, with only ten game turns (the others all have eighteen), and the smallest, with only fifteen fortresses (those in Saxony, Silesia and Austria, plus Magdeburg) in play. There are no reinforcements and prisoners may not be exchanged. Only Prussian, Austrian and Empire troops are used. Empire units (Saxons in this case) may not move out of Saxony. However, players should not dismiss this scenario as trivial merely because it is compact. Despite the limitations, there is a lot of room for strategic decision making, and the restricted scope makes it a good place for beginners to learn the game. The Allies begin the campaign with 39 Prussian SP, versus 32 Austrian and nine Saxon—so total strength is essentially balanced. The Prussian leadership advantage is telling, however, and the Austrians must use their supply-blocking zones of control to maximum advantage if they are to prevail.

There are two distinct theaters of operations in this campaign. The Prussians begin the game with Frederick (3-3-2) and two subordinate leaders in command of 18 SP in Magdeburg poised to invade Saxony. Prussian fortresses in Silesia are defended by 10 SPs under Schwerin (1-1-2). An additional force of 6 SP sits on a depot near the Saxon-Silesian frontier under the command of Brunswick (1-1-1) and Maurice (0-1-1). The Austrians begin with 12 SP under Browne (2-2-2) near Koniggratz, 10 SP under Piccolomini (0-1-1) in Olmutz, 4 SP under Prague with Serbeloni (0-1-1), and 2 SP garrisoning each of Koniggratz, Brunn and Vienna. The 8 SP Saxon army under Rutowski (0-1-0) begins the game in Dresden.

The basic strategy of each player is straightforward. The Prussians must attack in Saxony and be defensive in Silesia, while the Coalition takes the offensive in Silesia and tries to impede or prevent the fall of Dresden.

The Prussians have two basic questions to deal with: 1) where to build their first depot (the first Saxon fortress, Torgau, is six hexes from Magdeburg, forcing Frederick to build a depot along his line of march to support the siege), and 2) how large a force, if any, to detach from Frederick to aid in the defense of Silesia. Both questions are easily resolved. 1) *The best hex for the Prussian depot is 2122*, which threatens both Torgau and

Dresden, giving the Prussians a little more flexibility (although they will rarely, if ever, go for Dresden first); and more important, 2122 is out of the way of the Saxon army and cannot be raided by a force based in Dresden, Coalition supply lines being one hex shorter than Prussian. This is clearly better than placing the depot in central Saxony along the most direct route from Magdeburg, in 1820 or 1920 for example. 2) *Whether Frederick detaches any SP depends entirely on what the Austrians do.*

It is an interesting twist that, while Prussia has the strategic initiative in this campaign, Austria must make the decision that ultimately decides the flow of the game. There are really only three viable Coalition options: 1) leave the Saxons to fend for themselves and move all available Austrian SP to attack Silesia; 2) send a token force of Austrians—say, Serbeloni and 3 SP from Prague—to beef up Saxon resistance; or 3) send a sizable force, say 10 SP, to seriously contest the possession of Dresden.

Whatever strategy he adopts, the Austrian player should send a leader (Nadasy is closest) to pick up the two extra SP in Brunn and Vienna to reinforce the Silesian offensive (in this game, every little SP helps). If the Austrian selects the first option, the game will be decided in Silesia. By themselves, the Saxons are almost completely useless, being unable to even construct a depot. Furthermore, if successfully besieged, they *must* surrender. The Prussians will snatch both Torgau and Dresden in short order but, due to the shortness of the game, will probably not have time to invade Bohemia.

Prussia starts the game with 45 Victory Points worth of fortresses; the Coalition, with 50. If the Prussians capture Torgau and Dresden, as they surely will without Austrian intervention, the VP ratio becomes 60 to 35. In order to counterbalance this, the Austrians must take 15 VPs worth of fortresses in Silesia—three five point fortresses or one five-pointer and Breslau. They will have 24 SP in the Silesian theater against 15 Prussian SP (not counting the garrisons). In addition, Browne is a better leader than Schwerin, so there's a fair chance of success. Their best bet is to go for Neisse first, with a depot in hex 1034 or 1135 tracing a line to Olmutz. For greater flexibility, they might consider splitting their army into two commands, presenting a double threat, although this will leave each force vulnerable to a concentrated Prussian attack. The thing to remember is that not only is it much more difficult for them to gain 15 VPs in Silesia than it is for Frederick to get them in Saxony, but even if they manage it, they will still have to ensure that the Prussians suffer more casualties than they do in the process.

The Prussians should move Brunswick and his 6 SP to join with Schwerin no matter what the Austrians do—destroying the depot in hex 1729 as they leave it. This depot is utterly useless to the Prussians, as it fails either to link the two main theaters or to threaten Koniggratz; on the other hand, it might be of some utility to the enemy. Since Frederick will now have a preponderance of troops in Saxony, he might consider detaching a few to fight in Silesia. But how many can he afford to part with? He begins in Magdeburg with 18. He will need to garrison Magdeburg and Torgau, once it falls, as well as leave one SP to control the depot in hex 2122. That leaves him with fifteen, of which at least ten are needed to invest Dresden. But can Frederick really spare the extra five SP? If Dresden falls before winter, he will be alright; but if it holds out, Frederick's force will be exposed to winter attrition and a loss of one SP per turn. It should fall before then, given the weakness of the opposition—but there is no guarantee. And the Saxons do have one trick up their sleeve.

Since the Saxon army must surrender if caught in a breached fortress, there is no point in keeping it inside. It may seem that their best bet is simply to

CHART I—STRENGTH POINT COMPARISONS

(Numbers following "+" signs are reinforcements)

	Allied				Coalition			
	Prussia	Hanover	Total	Austria	France	Empire	Russia	Sweden
1756	39	—	39	32	—	9	—	—
1757	69	17	86	58	39 + 10	1 + 8	0 + 22	6
1758	67	14 + 8	89	52	31 + 12	11	30	5
1759	57	19 + 4	80	49 + 4	43 + 4	8	30	5
1760	52	35 + 6	93	60	61	8	30*	5
1761	54	35	89	53	68	7	30*	5
1762	53	28	89**	57	57	6	0 + 8***	5

*Possible removal before end of scenario

**Includes 8 SP's of possible Russian reinforcements

***Possible Allied reinforcements

avoid battle, since they have no prayer whatsoever of winning one. But, if they do that, the entire Saxon army will still be eliminated by the end of the game, victim of attrition! Consider: once Torgau and Dresden are occupied (not even besieged, necessarily) the Saxons will have no supply source. The Prussians could have both fortresses masked by a fifth move. The Saxons will lose five SP to supply attrition alone, with winter taking care of the rest. So the best thing for the valiant Saxons to do is to play aggressively and fight a suicidal battle against Frederick himself. Even attacking at 33%, they are sure to inflict at least a one SP loss. They will still be eliminated eventually; but by attacking, they take at least one Prussian SP with them. That leaves Frederick with only a surplus of four SP to send into Silesia—and he should probably keep at least one of those with him in case of emergency. Of course, if Dresden falls early, the whole army is free to transfer across the mapboard, but it won't have time to do much to affect the situation there. So the best the Prussians can do in this case is to send three SP to reinforce Schwerin, barely making up for the two SP that Nadasy will be bringing up from Vienna and Brunn, and the extra SP Browne can pick up in Koniggratz. Since the Allies are bound to lose nine SP in Saxony no matter what, they are at a considerable disadvantage even if they equalize the fortress situation. Five extra Coalition VPs in fortress points, minus nine for the Saxons, leaves the Prussians with a four VP advantage, minus one if the Saxons attack Frederick—for a net surplus of three. That represents the minimum *net* loss Browne must inflict on Schwerin just to stay ahead. If he takes three fortresses and wins a battle, the Coalition will win the scenario—but it's a very BIG "if".

The second option involves sending Serbeloni into Saxony with three Austrian SP to link up with Rutowski's 7-SP Saxon field army. This move changes things considerably. With ten SP, the Coalition force will be able to construct a depot, temporarily extending their range of operations. They still won't have nearly enough power to take on Frederick in battle but the suicide attack is still a good idea, although it should be now postponed until all three Austrian SP are eliminated. The objective of the combined Coalition force should not be to try to save Dresden directly—a thing it is unlikely to accomplish in any case—but to delay the siege for as long as possible. Serbeloni's token force of Austrians is chiefly useful for the zones of control that only Austrian units possess. Judicious maneuvering can slow Frederick down considerably. By the time he deals with the various threats to his lines, it may be too late for him to take Dresden. Frederick should not, therefore, detach any troops at all in this option; it may be winter before he gets a chance to sit on Dresden, in which case he will need the extra SP to expend on attrition. (Incidentally, once Torgau falls it becomes a Prussian supply source, rendering the depot in 2122 superfluous. A leader should be dispatched to pick up the SP from this depot and bring it to safety; otherwise, it will be eliminated in December, a pointless waste. As long as there are still Austrians in Saxony, however, that depot can be useful for it gives Frederick two supply lines to Dresden and makes it more difficult for the Coalition to interrupt the siege—another good reason for placing it in 2122 in the first place.)

This Coalition strategy leaves the Austrians with three fewer SP in Silesia, but it's worth the expenditure. If the Prussians can be delayed, they will lose more SP to attrition and it's just possible that with fewer turns to besiege Dresden, they may roll badly on the table and never take the accursed place at all. The Coalition will almost certainly win if Dresden remains under Saxon control.

The third Austrian option is to send a force of ten or more SP into Saxony in a serious bid to save Dresden. The problem here is that it really isn't much better than sending only three SP. There still

won't be enough strength to challenge Frederick on the battlefield or to reduce him below the necessary army size for building a siege depot. Meanwhile, the Silesian theater will be weakened to the point that the Prussian and Austrian forces in Silesia are roughly equal, not a favorable situation for the capture of even one fortress, marginally superior leadership notwithstanding, let alone two or three.

One must conclude, therefore, that the third strategy offers the least hope of victory, that the first is possible but difficult, and that the second is probably the best—although the Coalition will still be at a disadvantage no matter what course they follow.

The Campaign of 1757

Here the spur is on the other boot. The Allies will have a tough time winning this scenario, especially if the Coalition refuses to be intimidated by its own bad leadership. The area of operations expands to five distinct theaters, with the Allies enjoying interior lines but constrained to defend themselves all over the map. Schwerin is in Silesia with only 12 mobile SP, facing at least 30 scattered Austrians. In Saxony, mobile Prussian forces total 31 SP, 15 of these starting with Frederick in Dresden, against 23 poorly led Austrians. The basic Prussian strategy in these sectors is to defend Silesia and invade Bohemia, with Frederick marching on Prague as he did historically. Meanwhile, in the northwest, some 17 Hanoverians under the inept Cumberland (0-1-1) must hold off 29 French SP under the equally incompetent d'Estrees (0-1-1); ten more French SP are garrison forces. To make matters worse, the French are reinforced on Turn 8 by 10 SP commanded by Soubise, giving the French a superiority of more than two-to-one. In addition, a small force of six Swedes starts in Stralsund, nine Empire SP appear in Nuremberg on Turn 8 and 22 Russian SP show up outside Konigsberg on the same turn. The situation is difficult for the Allies, with proper use of Frederick himself presenting their only hope.

It is always a good idea when beginning a campaign to calculate the fortress VPs that each side starts with, in order to determine what one can afford to lose and what one must gain to compensate. The Allies begin the 1757 scenario with 105 fortress points versus 90 for the Coalition (the fortress of Munster begins the game unoccupied). Losses in the northwest will be serious. Although the Hanoverians can reach Munster first, they cannot hold it for long. The Allies can expect to see the French advance as far as Hanover (making the Allied-Coalition ratio 105-95) and, if they're not careful, the *fleur-de-lys* will be flying over Magdeburg—an event that will almost always guarantee a Coalition victory. To make up for this, the capture of Prague is a must. Furthermore, the Allies will have to capture Koniggratz to make up for the loss of Konigsberg to the Russians, and that doesn't even take into account the war in Silesia where the Austrians have a nice advantage. It's "nip and tuck" all the way.

On the Hanover front, staying out of the way is the order of the day. The Hanoverians could possibly risk a battle before the French have a chance to concentrate—but if they lose it, they are finished. If they do choose to fight (and even if they don't), Cumberland should be sent into the fray unseconded in that hopes that he can get himself killed! With Cumberland lost, Zastrow (1-1-1) becomes Hanoverian commander, giving the Hanoverians a slight leadership edge. There isn't much they can do once the French get together, but they can maximize their chances by using their 1-initiative leaders as garrison commanders, slowing down the French advance, possibly to the extent that Magdeburg becomes unreachable before the game ends.

CHART II— SUMMARY OF LEADERSHIP RATINGS

Information for each leader is presented in the following order: rank number, name, initiative value, attack bonus, defense bonus.

Prussia

1	Frederick	3-3-2
2	Schwerin	1-1-2
3	Henry	2-1-2
4	Brunswick	1-1-1
5	Keith	1-1-1
6	Maurice	0-1-1
8	Lehwaldt	1-1-1
9	Dohna	1-1-2
10	Ziethen	1-1-1
11	Wedel	1-1-1
12	Fouque	1-1-1
13	Finck	0-1-1
14	Kliest	0-1-1

Hanover

1	Cumberland	0-1-1
2	Ferdinand	2-2-2
3	Zastrow	1-1-1
4	Karl	1-1-1
5	Sackville	1-1-1
6	Sporcken	1-1-1

Russia

1	Apraxin	1-1-3
1	Soltikov	1-1-3
2	Fermor	0-1-3
3	Rumanjev	0-1-1
4	Tottleben	0-1-1

Austria

1	Charles	1-1-1
2	Daun	1-2-3
3	Browne	2-2-2
3	Loudoun	0-1-1
4	Picolomini	0-1-1
5	Serbeloni	1-1-1
6	Lascy	0-1-1
7	Nadasy	0-1-1
8	Darenberg	0-1-1
9	Koenigsegg	0-1-1
11	Harsch	0-1-1
12	DeVille	0-1-1
13	Hadik	0-1-1
14	Gemigen	0-1-1

France

1	d'Estrees	0-1-1
1	Clermont	0-1-1
2	Soubise	0-1-1
3	Contades	1-1-1
4	Brogie	1-1-1
5	Chevert	1-1-1
6	St. Germain	1-1-1
7	Armentieres	1-1-1

Empire

1	Zweibucken	0-1-0
1	Saxe	0-1-0
1	Rutowski	0-1-0

Sweden

1	Hamilton	0-1-0
---	----------	-------

On the Baltic, Lehwaldt (1-1-1) begins the game in Stettin with ten SP. This is not enough to take Stralsund, as one SP must be left to garrison Stettin. If the Allies want to take Stralsund, they must reinforce Lehwaldt with at least 3 SP: one for the garrison, one to control the depot they will have to build, and one to lose in battle if the Swedes make a suicide attack. A Pomeranian offensive, therefore, will require the Allies to tie up 13 SP for at least half the game. Optimum Swedish play involves the aforementioned suicide attack, if this will reduce the Allies to below the required 10 SP: the rest of the army, or the whole army if they don't attack, should sit in Stralsund and refuse to surrender if denied the honors of war. The exchange of five or six SP is very much to the Coalition advantage, since it pushes the Allies casualty level closer to the 20-SP-loss doubling point and also deprives the Allies of much needed manpower. The worst that can happen is that the Prussians grant the honors and the Swedes retire to the fyords with nothing lost but the town itself. The point is, however, that the Allies ought not to go for Stralsund at all. The five VPs they will win for capturing it (a net of four if they suffer a loss) aren't worth putting 13 SP effectively out of play for most of the game. Those SP will be much more useful elsewhere: defending Hanover against the French, helping the war effort in Bohemia or saving a fortress in Silesia. It is recommended, therefore, that Lehwaldt march to Berlin posthaste, ignore the Pomeranian front which is, after all, no threat and await developments elsewhere to determine where he can be the most useful.

A second possible distraction for the allies is the large Russian force that will arrive. Even more than the Swedes, this army should be completely ignored. Forming an army large enough to take on 22 SP and then marching it to the antipodes of the map will strip the Allies completely, probably resulting in Silesia being overrun. It simply isn't worth trying to hold onto five VPs in Königsberg. Both players should keep firmly in mind that Königsberg is about as far as the Russians are going to get. With maximum luck, it is just barely possible that they could reach Colberg and even take the place for another five VPs. This involves building a supply line of three depots along the way. Since they won't be able to begin the siege before winter, they will lose at least three SP garrisoning the depots and probably more, plus a loss from the besieging army, plus whatever they lose in force-marching. Essentially, there is no way for them to take Colberg without losing more VPs in casualties than they will gain for the fortress. So they should just sit out the game in Königsberg and the Prussians should resign themselves to losing that fortress.

In the Saxony/Bohemia theater, it may look like the Prussians have it all over the Austrians. But Charles' forces can be a tremendous nuisance. The Austrians have the option, as they did in the previous campaign, of marching those 23 SP over to Silesia. This is not a terrible idea, as it will give them overwhelming numbers in that sector and surely lead to the capture of several fortresses, other things being equal. But other things are *never* equal in this game. Against no opposition, Frederick will march into Prague and then proceed along toward the rear of the Austrian front in Silesia, picking up Königgratz and probably recovering whatever gains the Austrians have made in Silesia. He might even be able to detach a force to strike at Vienna which, at ten VPs, will almost certainly ensure Coalition defeat. Charles' best bet, it seems, is to hang around in the mountains near Eger with the intention of delaying the siege of Prague for as long as possible. The longer it takes Frederick to take Prague, the less time he will have to march to the defense of Magdeburg and/or Silesia. If the Austrian player is really careful, he may even save the Bohemian capital altogether. This presents a grave threat to Frederick's communications. Although Prague is

only five hexes from Dresden, a single Austrian SP can block both passes through the mountains with its ZOC and force Frederick back. If Charles stays on mountain hexes, he will even have a good chance of surviving a battle, nor it is impossible for him to invade Saxony at some point and threaten Torgau. And if the Austrians really want to get fancy—and they should want to—they can build a depot in 1322, which will enable the French and Imperial Turn 8 reinforcements, which are otherwise pretty useless, to march into Bohemia without having to waste precious time building a depot for themselves. If Prague is still standing at that point, this reinforcement could save it for the whole game; if not, the Franco-Imperialists have a good chance to retake it. This one depot can be a real thorn in the Allied side.

The onus in this campaign is entirely on Frederick himself. In addition to defeating Charles and taking Prague, he should at some point venture north to fight the French. A demoralized French army led by d'Estrees can never recover, thus enabling the Hanoverians to gain considerable ground. If this happens, the French must always be granted the honors of war, shuttling uselessly from fortress to fortress while the Hanoverians grab Munster, Wesel and possibly Venlo. This sounds like a game winner, but don't forget that with Frederick away in the north, resistance in Silesia will crumble. As soon as the French are taken care of, Frederick must force march back to the defense of Silesia. The Silesian situation is more complex and will take longer to resolve. Therefore, I recommend that he head for Hanover first. Once the French take Magdeburg, it will be very hard for even Frederick to push them back very far, since he will have to construct a depot in northern Saxony to establish a supply line between Torgau and Magdeburg. Meanwhile, all this forced marching to and fro will be very expensive for Frederick, who will probably lose a SP half the time. The key for the Coalition to win is to compel Frederick to move as much as possible.

The Campaign of 1758

The situation in 1758 is a bit more balanced, and both sides will have to work hard to win. This scenario illustrates perfectly the basic strategic dilemma that characterizes *FREDERICK THE GREAT*: when you are strong in one critical theater, you will be weak in another. Knowing whether to defend a threatened area or to counter-attack in another sector is the problem that both players must constantly address. The answer, of course, depends on whether potential gains in one place can offset expected losses in another; but the vagaries of the die ensure that nothing is certain, and so the game remains an interesting strategic challenge throughout.

Despite a marked inferiority in numbers (22 SP versus 43, counting garrisons and reinforcements), the Hanoverians should be able to hold their own, due to the replacement of Cumberland (0-1-1) by Ferdinand (2-2-2) as commander. Soubises (0-1-1) and ten mobile SP start the game in Strasbourg, too far from the front to be of any use. The only chance the French have is to avoid battle and concentrate on hampering the Hanoverian lines, although that will not be easy; fortresses in this theater are quite close together and there is no need for an advancing army to construct depots in the open. If the French are brought to battle, they are unlikely to survive, and once demoralized they will never recover. One tactic they can utilize to optimize resistance is to use their 1-1-1 rated leaders as garrison commanders, leaving Clermont unseparated with the army. Thus, if a battle should occur and a leader loss result comes up on the CRT, they will be well rid of a liability. One of the 1-1-1 leaders could then take over the demoralized army with some hope of rally-

ing it. In any case, garrison commanders with initiative ratings in four fortresses should slow down the Hanoverian advance considerably. Conversely, the Hanoverians should seek battle whenever possible, should invest every fortress they can reach and should always grant the honors of war. An additional blessing for the Allies is that it is unlikely that Frederick will have to march to this front at all, leaving him free to deal with problems elsewhere—and there are many.

One such problem is the Russians. They begin the campaign with 30 SP in Königsberg and can do a lot of damage in the north if Frederick neglects to intervene. The Russians should make a beeline for Colberg (insofar as one can make a beeline in this game); it may take them some time to get there, as they must build three depots along the way, but this is their only viable line of march. They should *not* try to march through Poland toward Silesia in the vague hope of aiding the Austrian; nor should they go for Kustrin as they did historically, resulting in their rout at Zorndorf. Clinging to the Baltic is much more advantageous; not only is it safer, but Frederick will have to march that much further to engage them, and consuming the opposition's *time* is as important in this game as consuming his *material*. A leader should be left behind with the first depot (hex 3339) to pick up the three depot-controlling SP once a new base is established at Colberg. After Colberg, the next target should be Stettin; from there, they threaten Stralsund (if the Prussians have captured it) and Berlin, and may even reach Magdeburg.

Naturally, it is very much in the Allied interest to prevent this advance and Frederick must charge north at some point to demoralize the Russian army (in this scenario they can never recover). Furthermore, he should do so *before* Colberg falls. Once the Russians are established in Colberg, they will be difficult to dislodge: they will have an advanced supply source with no lines to threaten and they can retire within the walls, forcing Frederick to open a time-consuming siege that he really cannot afford. Frederick will have to force march to the Baltic when he does undertake this venture and he will probably have to march out of supply to bring about the desired battle (he cannot waste time building a depot); this will be expensive in manpower, but he has no choice. As will become even more obvious, the Prussians have to do a lot of forced marching during this campaign and fight a lot of battle just to defend their initial holdings. Because of the large number of SP they will lose as a result, they should always grant the honors of war; they simply cannot afford a war of attrition.

Also in the north, the Prussians should do something about Stralsund—this time they can use the Victory Points. Dohna starts in Stettin with eight mobile SP. Reinforcements can be gathered from Berlin, Kustrin and Magdeburg. Once this

CHART III— INITIAL FORTRESS VICTORY POINTS AND SCENARIO BIAS

	Allies	Coalition	Bias
1756	45	50	Pro-Allies
1757*	105	90	Pro-Coalition
1758	100	100	Even
1759	100	100	Pro-Coalition
1760	90	110	Even
1761**	90	105	Even
1762***	70	115	Even

*One fortress (Munster) begins the game unoccupied

**One fortress (Glatz) begins the game unoccupied

***Three fortresses (Kustrin, Colberg, Königsberg) begin the game unoccupied

army is assembled, there is nothing the Swedes can do to defend themselves. They could come out in the open in an attempt to harass the Prussian depot between Stettin and Stralsund, but if they do, they will simply lose men needlessly; eventually, the place must fall and a delay in this particular area will not hurt the Prussians significantly. Once Pomerania is secured and the Swedes sent packing, Dohna's force should either link up with Frederick, if he is in the Baltic area at that time, or head for Saxony where Prince Henry will surely be hanging on by his finger-nails.

The Austrians have some decent leaders this time: Daun (1-2-3) and Loudoun (2-2-2), plus a slew of lesser lights to absorb leader losses. Needless-to-say, neither of the top Austrian commanders should ever be left alone, no matter how large his army. Even victorious armies can lose leaders. The Prussians will be hard pressed to defend both Silesia and Saxony, especially when Frederick absents himself from the fight to chase the Russians. Before he goes, therefore, he should try to take something in Moravia—either Koniggratz or Olmutz, or both if time permits. There's no time to go for Prague, since Frederick begins in Breslau, so he will probably have to be satisfied with five VPs. The Austrians should defend Moravia as well as they are able and take the offensive in Saxony, transferring a few SP to that front (they're not much use against Frederick anyway). Dresden could quite possibly fall; if Frederick rushes to defend it, the Russians will gain ground.

The scenario begins with each side in possession of 100 VPs worth of fortresses. The Allies can reasonably expect to take Stralsund, one fortress in Moravia and possibly three from the French—for a total of five. They could even snatch an additional one in Moravia and another in France as well for a maximum of seven. The Prussian player should remember, however, that gains against the French are subject to victory in battle which, while probable, is by no means certain. So the range of Allied gains will be between three and seven fortresses.

The Coalition situation, on the other hand, is even more chancy. They might take Colberg, and they might capture Dresden, and they might even get Stettin—possibly three or four, then (with Dresden counting as two). This leaves the Allies with an average net advantage of about 10-20 VPs, more or less. Since SP losses will be approximately equal, the Coalition will be able to make up this difference by pushing Allied casualties over the 20-SP plateau. There is a lot of uncertainty in this scenario, and neither side can afford to be complacent. The outcome is usually in doubt right to the end.

The Campaign of 1759

Here things are again rough for the Allies, primarily due to an upgrade in French leadership. In the west, the Hanoverians are outnumbered two-to-one by the French (counting garrisons), as indeed they were in the previous campaign—but this time Clermont and Soubise (both 0-1-1), who were the top two leaders in 1758, are now replaced by Contrades and de Broglie (both 1-1-1). This may seem a minor improvement, but it is a telling one. With the main French army now led by a man with some initiative, it can never be permanently demoralized. Furthermore, once the French concentrate, they will be almost impossible to defeat. An initiative difference of only one between opposing commanders (Ferdinand still leads the Hanoverians) virtually eliminates any possibility of victory for an army attacking at 33%, as the Hanoverians must inevitably do once the French forces combine. It is possible for them to hold their own, however, provided they don't try anything fancy. The French start fairly scattered and the

Hanoverians can inflict a few casualties and demoralizations if they act fast, possibly even capturing a fortress. Once the French recover, Ferdinand should sit in the most forward fortress and stand siege. With his high initiative value, he can hold out for a fairly long time, but the Allied player should remember that if the French get a lucky siege resolution roll, it's all over in the west.

Ferdinand begins this scenario in Cassel with 12 SP. He should resist the temptation to head due west toward Dusseldorf or south toward Frankfurt; neither of these adventures are likely to be profitable. Rather, he should march straight for Munster, link up with Sporcken's three mobile SP and attempt to invest Wesel, possibly encouraging a battle with Contades or Armentieres while their forces are still relatively weak. Similarly, the French force of 11 mobile SP under de Broglie in Frankfurt should strive to reach the Wesel area immediately, rather than attempt to march into Saxony. This latter strategy seems viable at first glance, especially since de Broglie can be reinforced with a detachment from the north, but it's a waste of time. As the campaign develops, de Broglie could eventually threaten Magdeburg and Torgau in this fashion, but he will be easily defeated by the Prussians and Contades will miss the troops.

The Prussian will have a hard time dealing with simultaneous threats in Saxony, Silesia and Brandenburg. Perhaps the key Coalition position is the initial depot in hex 1217, manned by seven Austrian SP under Harsch (0-1-1), which links Nuremberg to the Saxon frontier and enables Zweibrücken's seven-SP field army to join Harsch and open a second front into Saxony. This force may be miserably led, but it is a formidable distraction and, if ignored, could take either Dresden or Torgau. Saxony is defended by Henry with ten mobile SP, while Frederick holds forth in Silesia with 19. Henry has two missions: demoralize Harsch/Zweibrücken and capture Prague. In order to achieve the latter, a second force must be active in Saxony to fend off the Austrian/Imperial incursion from the west. Dohna can bring ten SP down from Kustrin for this purpose. Note that it is futile for Dohna to march for Stettin, picking up an extra SP there, and then try to invest Stralsund. Without a single SP to spare, a Swedish suicide attack will put an immediate end to that misguided venture. In fact, Prussian resources should at no time during this campaign be diverted to Pomerania. There are too many places to defend elsewhere and Stralsund simply isn't worth the expense and time required to capture it.

Meanwhile, Frederick has the defense of Silesia to worry about. It is difficult to determine what the best strategy may be, but I recommend that he abandon that province for the moment, invade Moravia, possibly stop to besiege Koniggratz, or head straight for Prague to ensure its quick capitulation (in case Henry's supply line is harassed or he has been reduced below ten SP). Frederick's basic objectives should be the defeat of the Russians, the regaining of lost fortresses in Silesia and the capture of Prague and Koniggratz. The problem is that the Austrians are very strong in the Silesia area and decently led. Once Frederick takes off for the Baltic, several fortresses will fall. If he waits too long, as has been seen in the last campaign, the Russians will get Colberg and they're quite likely to make it to Berlin by game end with Frederick tied down in the south. Unfortunately, the Russians are tough to wipe out: Soltikoff has a defense rating of "3" and commands nearly 30 SP (depending on where he is encountered along his line of march). Thus Frederick gets no combat advantage against him and could easily lose one or two battles before defeating him. Moreover, Soltikoff can recover from demoralization, and with Frederick back in Silesia, the Russian march will continue. In this event, it is not a good idea for

Frederick to march north a second time; he will lose too much in the south, and SP losses to forced march and battle will be prohibitively high. The Allied player can only hope that the Russians will be unlucky and not recover in time to get further than Colberg.

Overall Allied strategy in this scenario should be very defensive. The battles Frederick will be compelled to fight and the forced marches he will be forced to make will together ensure that Allied losses are well over 20 SP. Keeping that number as low as possible without giving away too much of the board must be the prime objective of the campaign. Both sides begin with an equal number of VPs. With luck, the Prussians should be able to take Prague and Koniggratz, as well as preserving their holdings in Silesia, giving them a 115-85 advantage, if Hanoverians can hold off the French and if the Russians get nowhere. It is more likely, however, that the Russians will reach at least Colberg, making the Allied-Coalition VP ratio 110-90. That leaves a twenty point margin, which is not much given the losses the Allies will take, and a difference from this optimum result at the end of the game of even one fortress will almost invariably mean Allied defeat.

The Campaign of 1760

Although this scenario may look tougher for the Allies than the previous one (the Coalition enjoys a greater total SP advantage than in 1759), it is in fact a bit easier. This is due primarily to the Russian removal rule, which allows a one-in-six chance on each turn, beginning with the seventh, that all Russian units will be permanently removed from the game. This relieves Frederick of a lot of pressure. Probability dictates that the Russians will be gone by Turn 12, and rarely will they survive until the end. It would be foolish for Frederick to waste time and troops marching to this front, as he usually must in previous scenarios. He is free to shuttle between Saxony and Silesia, where his resources will be severely tried by the beefed-up Austrians.

It is a good idea, for once, for the Prussians to attack Stralsund. For this purpose, perhaps the optimum strategy is to send Fouque north from Glogau with ten SP, linking up with Finck's three in Kustrin, for a mobile force of twelve. When preparing the Pomeranian campaign, the best place for the Prussian depot is in Hex 2924 where it is out of range of the Swedes. Once Stralsund is taken, this force can loiter by Stettin until the Russians disappear and then send a detachment along the Baltic to occupy Colberg (if it has fallen) and Königsberg, which will have been evacuated. For their part, the Russians should proceed normally; with no opposition and enough time they can take Colberg, Stettin and possibly Berlin. The idea is to force the Prussians to waste time re-occupying these places later in the game or, on the off-chance that the Russians are not removed, to reap the VPs.

There are apparently two errors in the initial setup instructions. The players must assume that the Prussian SP listed as starting in 2532 (the middle of nowhere) should start in 2522 (Berlin). Also, the French SP listed for 1107 should presumably be in 1708 (Mainz) [*The author is perfectly correct; take these as errata to be instituted in your future games.*]

Frederick begins the campaign in Torgau in command of 18 SP. His first task should be to overwhelm Dresden, defended by Loudoun and 17 SP. There's no reason for Loudoun to encourage a battle at this point; his best move is to retire behind the border mountains and build a depot in 1322 to allow the Imperial army to march into Bohemia and support his operations. Loudoun and the Imperialists should devote themselves to maneuvers in this area, harassing Frederick if he tries to go for

Prague. Frederick should strive to bring Loudoun to battle before heading off to Silesia, but if the quarry proves elusive, he must go anyway before it is too late. Prussian forces in Silesia are tiny and their first operation should be to retire behind the Oder, linking up with Henry who should be coming down from Glogau with about five SP. This combined force should definitely stay out of the way, maneuvering, if possible, to overwhelm any Austrian depots and basically waiting for Frederick to arrive.

Even Frederick will have a tough time defeating the Austrian army in this scenario. The Austrians are 35-SP strong and led by Daun, whose defense bonus is "3". It is not unlikely that Frederick will lose a couple of battles himself before he manages to demoralize this force, if ever. If the Prussians are defeated badly in a battle, all of Silesia could fall to Daun before the end of the game; at best, they should lose at least two fortresses here.

The main hope of the Allies in this scenario is the Hanoverians, who still enjoy Ferdinand's expert services. French advantages are their vastly superior numbers, their ability to recover from demoralization, and their "1"-rated leaders who can effectively command garrisons. A French army of 18 SP under de Broglie begins in Venlo, facing squarely Ferdinand's 30 SP in Munster. However, the main French force of 35 SP under Contades (1-1-1) begins much further south in Frankfurt. Given the opening position, there are three basic French strategies to consider: 1) march Contades to the north to link with de Broglie and operate against Hanover or in defense of the Rhineland; 2) march Contades due east to the aid of Loudoun, operating in Saxony and Bohemia; 3) march Contades north-east, entering Saxony through hex 1815 to threaten Magdeburg and the Saxon fortresses.

It is difficult to dismiss the latter two strategies out-of-hand, as both have certain possibilities and potentialities; but the Coalition player should keep in mind that these are very speculative ventures. If the French are demoralized by Frederick (Contades does not enjoy the high defensive bonus that to some extent shelters Daun), they will be in pretty bad shape. More important, without a powerful force to face the Hanoverians, there is no hope for the Rhineland. For Ferdinand, de Broglie is an easy mark and should therefore strive to avoid battle, although Frederick's superior mobility makes this quite difficult. With no undemoralized French army in the field, the Hanoverians can easily clear the entire Rhine, picking up seven or eight fortresses. This will win the game even if the Austrians capture all of Silesia and Frederick fails to take Prague. The French should not be tempted, therefore, to embark on eastern expeditions; Contades must march north to engage Ferdinand.

It is well to remember, however, that Ferdinand is strong enough in both SP and leadership skills to defeat Contades in the field, especially if he already managed to demoralize de Broglie before a link-up could be accomplished. Then the game depends on how lucky the French are in recovering their morale. In a sense, Contades may not make that much difference no matter what he does. The French should concentrate on getting their leaders into separate garrisons to prepare for the worst. Incidentally, the Hanoverians should send Sporcken up to Stade early to await the Turn 4 and Turn 6 reinforcements. This second army can then rush down to join Ferdinand on the Rhine, picking up superfluous units on the way. Ferdinand will be stretched a little thin by the time he reaches Mainz and Sporcken's reinforcements could give him enough to invade France itself, time and French die-rolls permitting.

It is very difficult to predict the outcome of this scenario. The Prussians can take Dresden easily enough, evening out the fortress VP situation at 100-100. They could lose 30 VPs in Silesia and/or gain 35-40 VPs in the west. They should take

Stralsund, but may or may not have time for Prague and Königsberg. There are too many variables to enable one to say that a particular side has an overall advantage—the Russians may or may not be removed; the French may or may not be demoralized, or may or may not recover; Frederick may or may not defeat Daun; and so forth. The only axiom for both sides is that with so much uncertainty regarding the final possession of fortresses, it is imperative to keep losses to an absolute minimum.

The Campaign of 1761

This scenario is similar to the previous one, except that both sides enjoy certain additional advantages and liabilities. The French have been strengthened by the addition of seven SP and an extra leader (1-1-1); unfortunately for them, however, Soubise (0-1-1) is back in command. (Again, the French SP listed as starting in 1107 should probably start in 1108.) [Yes.] Soubise starts in Wesel with 40 SP, outnumbering Ferdinand in Munster by nearly two-to-one. He is seconded by Armentieres, who should be immediately detached to lead the garrison in Venlo or Düsseldorf. The French should make every effort to get Soubise killed by forcing Ferdinand to attack him at bad odds. If demoralized, his army should not hide, but should continue to obstruct the Hanoverian advance—each new attack on this force has the double advantage of exposing the inept Soubise to elimination and of also depleting the Hanoverian army. Ferdinand's army is but 21 mobile SP strong and he receives no reinforcements; every battle weakens him and reduces the number of fortresses he will be able to besiege. It is worth it to the Coalition player to sacrifice a great many Frenchmen in a war of attrition in order to prevent the Hanoverians from advancing too far.

Contades should march his 19 SP up to Frankfurt, keeping this force as a separate command. He should be able to attack Ferdinand on the 100% column with some chance of success. If defeated, he has hopes of recovery, and two demoralized French armies can position themselves across Ferdinand's lines in such a way that he must attack one of them, thus forcing Hanoverian casualties up. In the event that Ferdinand loses a battle, a not completely unlikely occurrence, then initiative passes to the French and it is the Hanoverians who must defend their fortresses. Later in the campaign, the situation may be such that Ferdinand is too weak to invest a fortress and the French are on the offensive. In that event, the remnants of the Hanoverian army should be moved away from the front to say, Stade, while the Hanoverian leaders are used for garrison duty. One possible disposition is to place Karl and Sporcken in Minden and Stade, while Ferdinand defends Hanover. The French will need be very lucky to take both Minden and Hanover, and it is unlikely that they will get any farther than that. In fact, gains and losses on this front are pretty much restricted to two fortresses for whichever side survives battle.

The Baltic situation is essentially unchanged from the previous scenario. The Russians may be removed any time beginning with Turn 7 and should advance as usual; the Prussians, meanwhile, should studiously ignore them. Unlike the situation in 1760, the Prussians can scarcely afford to send an army to take Stralsund; the Austrians are simply too strong for Frederick to risk detaching a dozen SP from the Silesian theater. At some point, a few troops should be sent north to reoccupy any fortresses left empty by Russian removal. If the Russians last long enough, they will at least manage to grab Colberg and the Allies could really use the five easy VPs, even if they have no time to march all the way to Königsberg.

The Prussians have rather the advantage in Silesia. Frederick's 19 mobile SP (less one to garrison the empty Glatz) can be supplemented by

Wedel's five for a total of 23. Loudoun and Gemigen together give the Austrians an equal number, and an additional three SP can be rounded up from Vienna and Prague and Brunn. Loudoun is a decent leader (2-2-2) and should not be overly intimidated by Frederick, although he is unlikely to capture anything and won't win any battles. A feint into Silesia may not be a bad idea, but basically Loudoun will be on the defensive and should try not to lose more than Königgratz. The Prussians have an additional advantage in this theater in that Frederick can build an armed camp on one of the Silesian fortresses, giving a DRM of -1 if the place is besieged. He really has no reason to do this, however—it takes as much time as building a depot—unless he sends a detachment north to Stralsund (which is not worth it) or unless Daun abandons Saxony and moves to reinforce Loudoun.

In Saxony, Henry commands 18 SP in Torgau versus Daun's 22 in Dresden. Finck in Kustrin (two mobile SP) and Wedel in Glogau (five mobile SP) can reinforce this theater, as Frederick probably won't require their services for awhile. This makes things pretty even in Saxony; Henry enjoys a higher initiative value but Daun's defense bonus exceeds Henry's attack bonus, and vice versa. Thus, whichever force elects to attack will be at a disadvantage, especially Daun. If Daun is demoralized, he may have a hard time recovering. He may instead decide to build a depot in 1322 to enable the Imperial army to come to his aid; he should do this even if he's demoralized. With this sector stalemated, however, the game will be decided in Silesia or Moravia, where the Allies have a large advantage. It may behoove the Austrians, therefore, to abandon Dresden and move Daun to the aid of Loudoun, keeping him separate since Loudoun can recover from demoralization with greater facility. This additional harassment could keep Frederick's gains to a minimum, although Daun may have to return to defend Prague. It's a good idea to slow Henry down as much as possible to delay his junction with Frederick's main army.

As usual, the chief bane of the Allies is the doubling of their losses over that magic level of twenty. Since the Coalition is bound to lose fortresses, they should consider an all-out war of attrition—especially in the Rhineland. Once the Allies lose more than 20 SP, each three-SP Allied loss is worth more to the Coalition than a standard fortress, so there's no point in letting the towns fall without a fight.

The Campaign of 1762

Only the Baltic front changes much in this final scenario. The Swedes are automatically removed on Turn 4 and Stralsund may not be occupied by either side, remaining neutral at the end of the game. The Russians have withdrawn from the Coalition and a Russian force of eight SP appear near the northern border of Silesia on Turn 5 to fight for the Allies. This force is not especially useful, unless the Allies need to fight an immediate battle at this point, since it is withdrawn on Turn 8.

The fortresses of Königsberg, Colberg and Kustrin begin the scenario unoccupied. Thus, although there is no threat in the north, the Prussians should dispatch a small force to take control of these places, making the Allied-Coalition fortress VP ratio 85-115. Three SP should be detached from Frederick's army for this purpose, led by Kliest, dropping off one SP to garrison Kustrin and joining up with Fouque's two mobile SP in Stettin. At least four SP are needed for the expedition to Königsberg: two to garrison the two Baltic fortresses and two to meet the demands of supply attrition. It is much wiser to give up one or two SP to attrition along the route of march than to

DIPLOMACY AND GRAND STRATEGY IN FREDERICK THE GREAT

Or, How to Prevent the Lights from Going Out All Over Europe

By Joseph Balkoski

King Frederick II of Prussia was a man far ahead of his times. Many historians view the famous "Soldier-King" as the first of the European despots who adroitly exploited nationalism in conjunction with coldly-efficient militarism to achieve their diplomatic aims. Without question, Frederick not only brought European respect to his beloved Prussia but also made it greatly feared. After the successful Silesian Wars of the 1740s, Frederick wrote, "A brilliant achievement like our Silesian campaign is like an original book which is successful, but the imitations of which may fall very flat. The capture of Silesia has aroused jealousy all over Europe and we have frightened all our neighbors. My life is too short to lull them again into a feeling of safety towards me." The furious pace of 18th Century European diplomacy quickened to an even greater rate as the major powers reacted to the dramatic rise of Prussian prominence. "Things are coming to a head," Frederick wrote to his brother Henry in mid-1750's. "There will be no way out but to be quicker than our enemy in attack."

The result was the Seven Years War—really the first of the "world" wars, waged across the scope of the globe. Avalon Hill's new boardgame, *FREDERICK THE GREAT*, is a magnificent strategic representation of the Seven Years War in central Europe, reflecting the intricacies of the

18th Century military maneuver, battle and siege. However, when viewed by itself, the game does not allow the players to truly comprehend the diplomatic maneuvering that triggered the Seven Years War, as well as the dealing that went on during the course of the war itself; nor does the game give the players the feel of the grand strategic objectives of the conflict—which, in very simple terms, were either the retention or dispossession of Silesia as Prussian territory, depending on the point of view.

This article attempts to fill that void. Its general aim is to give *FREDERICK THE GREAT* gamers the opportunity to utilize diplomatic options and grand strategic choices which hope to make the game both more interesting and challenging. With their use, the Seven Years War could turn out far differently than it did in reality.

When studying 18th Century European politics, it must be remembered that any so-called international "alliances" were by no means the rigid, long-term pacts that they are today. Rather, they were loose agreements of monetary convenience with alarming and passionless "gives" and "takes", replete with back-stabbing and frequent failures to meet treaty commitments. In the Silesian Wars, for example, France sided with Prussia against an Anglo-Austrian alliance. By 1756 (the year of the outbreak of the Seven Years War), the

roles were reversed: France sided with Austria against an Anglo-Prussian alliance!

The following variant assumes that *FREDERICK THE GREAT* will be a two-player game. One player plays the Prussians and the other plays the Austrians. Then, as alliances are made (or broken), the various European powers will either: 1) side with Prussia; 2) side with Austria; 3) remain neutral. In addition, their commitment to the war effort may vary. This "Campaign Game" begins on Turn 9 (August 1756) with Prussia and Austria at war with one another. All other countries are neutral. Forces from a given country may freely cross the borders of powers with which they are allied or at war. However, unless stated otherwise by the rules, a force that crosses the border of a country that is neutral immediately throws that neutral country into an automatic alliance with the opponents. It remains hostile to the power of the force that crossed its border unless and until the rules state otherwise.

This *FREDERICK THE GREAT* Campaign Game variant begins in the late summer of 1756 with the European powers poised for war but very much in the dark about the shape this conflict will take. Each nation's army begins the game on a semi-peacetime footing, a far cry from the huge mobs that would soon be marching across the length and breadth of Europe. Set up forces according to the following instructions (Prussian and Austrian deployments should be *secret*):

PRUSSIA

43 SP, Frederick, Schwerin, Ferdinand, Brunswick, Keith, Maurice, 1 DP. The Prussian player secretly deploys these forces on any fortress hex within Brandenburg-Prussia or Silesia, or on the depot marker (which may be placed anywhere).

AUSTRIA

32 SP, Browne, Piccolomini, Serbelloni, Lascy, Nadasy. The Austrian player secretly deploys these forces on any fortress hex within Austria.

SAXONY

8 SP, Rutowski: 1623; 1 SP: 1821. (Note: In the commercial version of *FREDERICK THE GREAT*, Saxon forces are represented by Empire counters. Normally, this does not present a problem, as Saxon and Empire forces are never together in a scenario. In the Campaign Game, however, they will appear together. As such, it is highly recommended that players coin their own Saxon forces and reserve the black-colored counters solely for the Empire.)

SWEDEN

6 SP, Hamilton: 3321

FRANCE

18 SP, d'Estrees, de Broglie, Chevert: 0703; 12 SP, Contades, St. Germaine: 0406.

RUSSIA

20 SP, Apraxin, Fermor, 1 DP: 3742. (Note: Con-



DIPLOMACY TABLE

Die Roll	FRANCE	HANOVER	RUSSIA	SWEDEN	SAXONY	EMPIRE
-1	PRUSSIA	PRUSSIA**	PRUSSIA	PRUSSIA	PRUSSIA	PRUSSIA
0	PRUSSIA	PRUSSIA**	PRUSSIA	PRUSSIA	PRUSSIA	PRUSSIA
1	PRUSSIA	PRUSSIA**	PRUSSIA	NEUTRAL	NEUTRAL	NEUTRAL
2	PRUSSIA	PRUSSIA	PRUSSIA	NEUTRAL	NEUTRAL	NEUTRAL
3	NEUTRAL	PRUSSIA	NEUTRAL	NEUTRAL	NEUTRAL	NEUTRAL
4	AUSTRIA*	NEUTRAL	NEUTRAL	AUSTRIA	AUSTRIA	NEUTRAL
5	AUSTRIA*	AUSTRIA	AUSTRIA	AUSTRIA	AUSTRIA	AUSTRIA
6	AUSTRIA*	AUSTRIA	AUSTRIA	AUSTRIA	AUSTRIA	AUSTRIA
7+	AUSTRIA*	AUSTRIA	AUSTRIA	AUSTRIA	AUSTRIA	AUSTRIA

NOTE: No die roll may ever be increased above 7. No die roll may ever be decreased below -1.

*If France makes an alliance with Austria, French forces may be re-deployed to the following fortresses in addition to the ones in which they start the game: Venlo, Roermond, Wesel. In addition, the forces of both players may enter the area of the German States without disturbing the neutrality of any power.

**If Hanover makes an alliance with Prussia, Hanoverian forces may be re-deployed to the following fortresses in addition to the ones in which they start the game: Minden, Munster. In addition, the forces of both players may enter the area of the German states without disturbing the neutrality of any power.

DIPLOMACY TABLE MODIFIERS

FRANCE

1. Add 1 to the die roll if Saxony was invaded by Prussia in 1756. Subtract 2 if Saxony was invaded by Austria in 1756.

HANOVER

1. Subtract 2 from the die roll if France has allied itself with Austria. Add 2 if France has allied itself with Prussia.

RUSSIA

1. Add 1 to the die roll if Saxony was invaded by Prussia in 1756. Subtract 1 if Saxony was invaded by Austria in 1756.

SWEDEN

1. Add 1 to the die roll if Saxony was invaded by Prussia in 1756.

SAXONY/EMPIRE

1. No modifiers.

BELLIGERENT COMMITMENT TABLE

Die Roll	FRANCE(80)	HANOVER(60)	RUSSIA(45)	SWEDEN(7)	SAXONY(11)	EMPIRE(16)
-1	-10%	-10%	-20%*	0%	0%	-30%
0	0%	0%	-10%*	0%	0%	-20%
1	+10%	0%	0%*	0%	0%	-10%
2	+20%	0%	0%	0%	0%	0%
3	+30%	+10%	+10%	+10%	+10%	+10%
4	+40%	+20%	+20%	+10%	+10%	+20%
5	+50%	+40%	+30%	+10%	+10%	+30%
6	+60%	+60%	+40%	+10%	+20%	+40%

The numbers in parentheses following each power is the maximum numbers of SPs that may be on the map at any given time for that power.

*Russia switches sides! The Russian force is affected by the indicated percentage figure and immediately comes under the control of the opposing player.

MODIFIERS

1. Subtract 1 from the die roll in the Grand Strategic sequence immediately preceding the 1761 yearly campaign.
2. Subtract 2 from the die roll in the Grand Strategic sequence immediately preceding the 1762 yearly campaign.
3. If Hanover is neutral, subtract 1 from all French die rolls.
4. If France is neutral, subtract 1 from all Hanoverian die rolls.

sider this depot to be a hypothetical Russian fortress hex with no Victory Point Value.)

HANOVER

10 SP, Cumberland: 2413; 4 SP, Karl, 1 DP: 2411; 1 SP, Zastrow: 3011.

EMPIRE

5 SP, Zweibrucken: 0816.

1756: THE CAMPAIGN BEGINS

The game begins on Turn 9 of the Year 1756 and proceeds according to the normal sequence of play for the remainder of the year. All basic rules of the

game are adhered to, although players are to ignore the Special Rules for the 1756 scenario. At the beginning of the Campaign Game, Austria and Prussia are at war with one another. All other nations are neutral and their forces are not controlled by either player. Prussian forces may freely operate within the borders of Prussia/Silesia and Austrian forces may freely operate within the borders of Austria. In addition, forces of either may cross the adjacent borders of their opponent(s) without penalty. However, should any forces ever cross the border of a neutral country, the forces of that neutral nation immediately pass to control of the opposing player and remain under his control

until the rules state otherwise. During the Game Turns of 1756, it is not mandatory for one player to invade the other, or for any military action to take place at all for that matter. In reality, Frederick initiated the 1756 campaign by invading Saxony and capturing Torgau and Dresden.

1757: THE LIGHTS BEGIN TO DIM

At the end of Turn 18 of the Year 1756, a special Grand Strategic sequence of play is initiated. This sequence must be completed before proceeding with Turn 1 of the following Year 1757. Moreover, the Grand Strategic sequence of play is repeated at the end of EVERY Year—before the beginning of the following yearly campaign.

1. DIPLOMACY PHASE (IMPORTANT) This phase is performed ONLY at the end of the Year 1756 and never again for the remainder of the Campaign Game.)

To undertake diplomacy, each player secretly allocates "Diplomacy Points" to various countries and then rolls a single die while consulting the "Diplomacy Table" in order to determine the allegiance of each nation.

2. FORCE INCREMENT PHASE Each player secretly allocates "Resource Points" for the purpose of augmenting their forces currently on the mapboard. When these allocations are revealed, deduct the expended Resource Points from the respective player's total and obtain the appropriate "Reinforcement" counters from those not currently being used.

3. COMMITMENT PHASE The die is rolled once for each country other than Prussia and Austria (*Exception:* if a country has surrendered, do not roll a die for it), and consult the "Commitment Table". The result will indicate the force commitment of each country (other than Prussia and Austria) to the war effort for the upcoming year. Where appropriate, "reinforcement" counters are obtained from those not currently being used.

4. RE-DEPLOYMENT PHASE Each player may adjust the deployment of their forces (including those of their allies) in preparation for the upcoming campaign. These re-deployments are performed openly, but the opposing player may never examine unit-stacks. In addition, new leaders may be chosen and deployed by both players.

5. BRITISH SUBSIDY PHASE The player who has an alliance with Hanover rolls a single die and consults the "British Subsidy Table" (if neither player has an alliance with Hanover, skip this phase). The result may call for an increment increase in that player's Resource Point total.

6. INITIATION PHASE Turn 1 of the next yearly campaign begins. All normal rules are adhered to. This year automatically ends when all forces have entered Winter Quarters or at the end of Turn 18, whichever comes first.

Diplomacy

Diplomacy takes place once—at the end of the 1756 campaign. (*Exception:* certain neutral countries may be asked to consult the table again during the course of the game.) At the beginning of the first Grand Strategic sequence, Prussia has TWO (2) Diplomacy Points (DP) at its disposal and Austria has FOUR (4) DP. During this phase, both players secretly allocate their DPs to any of the following countries: France, Hanover, Russia, Sweden, Saxony, or the Empire. DPs may be allocated to one country entirely or they may be split among more than one nation. When the allocations have been revealed, the Diplomacy Table is consulted. The die is rolled once for each of the six listed countries in the order they appear on the table. *For each Austrian DP allocated to a given country, add one*

(+1) to that nation's Diplomacy die roll; for each Prussian DP, subtract one (-1). All modifiers are cumulative (EXAMPLE: if Austria allocates two DPs and Prussia one, the die roll result would have +1 added to it for that nation). The result will state whether the country forms an alliance with Prussia or Austria, or if the power remains neutral. (Note: If the country has already been invaded during 1756, do not roll for it on this table—it is considered an opponent of the power that invaded it.) Forces of a given country immediately come under the control of the player with which they have formed an alliance. Neutral country forces remain uncontrolled by either player. Note that there may be other modifiers that influence each country's die roll—these are listed directly on the Diplomacy Table.

If a power is determined to be neutral during the first Grand Strategy sequence, there is a possibility that it will be forced to consult the Diplomacy Table again during the course of the game. This may occur under the following circumstances: if Austria or Prussia (or the forces under their control) invade a neutral country during any Game Turn from 1757 onward, all other neutral countries immediately (as soon as the "invasion" takes place) consult the Diplomacy Table and have a single die rolled for each. (Note: Of course, the neutral country invaded automatically goes over to the side of the player who did not invade.) The following modifiers are applied to these die rolls; ignore the modifiers normally applied to Diplomacy die rolls:

1) If Prussia (or forces under her control) was the power violating a neutral border, add two (+2) to the die roll.

2) If Austria (or forces under her control) was the power violating neutral border, subtract two (-2) from the die roll.

EXAMPLE: It is Turn 4 of the Year 1757. France and Saxony are neutral—every other power is a belligerent. During this turn, Prussian forces cross the Saxon border. As soon as the Prussian player finishes his movement, the players roll one die to determine the reaction of France to this unwarranted invasion. Two is added to the die roll since

the Prussian player violated the border. The die is rolled and a "2" results, which is converted into a "4" due to the modifier. Checking the Diplomacy Table under the column "France", the result indicates that France has allied itself with Austria and her forces immediately come under the control of the Austrian player.

The German States

The counters labeled "Empire" are used to represent a myriad of small German principalities from the area of the game map indicated as "German States". If France or Hanover is a belligerent at any time during the course of the campaign, then the forces of both players may freely enter the area of the German States without disturbing the neutrality of any power, including the Empire itself. However, the Victory Point values of the fortresses within the German States are only taken into account if France and Hanover are on different sides during the Campaign Game. If they are on the same side or one or both are neutral, then no Victory Points are awarded for the possession of any fortress hex within the German States.

Miscellaneous Powers

The Duchies of Scheswig, Holstein, Mecklenberg, and the Kingdom of Poland may be entered by the forces of either player without disturbing the neutrality of any country. Consider the area of the map labeled "East Prussia" to be an integral part of the Prussian nation in every way; similarly, the fortress of Königsberg (hex 3741) should be considered Prussian territory throughout the Campaign Game.

Force Increments

In the Force Increment Phase of the Grand Strategic sequence immediately following the 1756 campaign, the Austrian player receives 30 Resource Points (RP) and the Prussian player receives 22 RPs. An RP is an abstract indicator of a power's ability to withstand long-term war. RPs are used to raise new troops at the start of each yearly campaign—but once used, they may never be employed again. Each power must keep track of its RP expenditure and current total on a piece of paper. (Alternatively, construct a home-made "Resource Point Track".) Aside from a possible British subsidy, RPs are never awarded to a player during the course of the game—those that the Prussian and Austrian players receive after 1756 are all that they ever get.

During each Force Increment Phase throughout the campaign, the Prussian and the Austrian players add up the Strength Points (SP) that they currently possess on the mapboard. Then, each player secretly writes down on a piece of scrap paper a percentage figure by which they wish to increment their current forces. This is performed by allocating a number of RPs to this incrementation—each RP representing an increase of 10% of the player's current SP level. Both players then reveal their RP allocations and subsequently obtain the proper number of new SP from the unused counters. These new SP are considered "reinforcements" that will be available to the player for the upcoming campaign, but they are not yet deployed on the map—this will occur in the upcoming Re-deployment Phase. If a player does not have any RPs currently available, he may not increase his forces. (Note: Round all fractions of SP up when incrementing a player's forces.) EXAMPLE: At the end of 1759, the Prussian player has 49 SP on the map. He secretly allocates five RP to force incrementation. Since each RP equals a 10% troop increase, the five-RP allocation equals a 50% increment. And 50% of 49 SP is 24.5, or 25 SP when rounded up. Thus, the Prussian player has 25 new SP available for the 1760 campaign. Five RPs are

then deducted from the Prussian Resource Point Track.

British Subsidy

The player whose country has an alliance with Hanover (which also represents Great Britain) may be entitled to a British Subsidy, which is simply a bonus of RPs awarded the British Subsidy Phase. At this time, the player having an alliance with Hanover rolls a single die and consults the British Subsidy Table. The result may call for special RPs to be awarded to this player. Note that the British Subsidy Phase takes place after the Force Increment Phase, so any bonus RPs awarded to a player may not be used until the following Grand Strategic sequence.

Non-Prussian/Austrian Commitment

During the Commitment Phase of each Grand Strategic sequence, each belligerent country other than Prussia and Austria must have a single die rolled for it while the Belligerent Commitment Table is consulted. Do not roll the die for neutral powers or powers that have surrendered. The Commitment Table is like the Diplomacy Table—simply cross-reference the die roll (which may be modified; follow the instructions on the table) with the appropriate power. The result will indicate a percentage figure preceded by a plus or minus sign. This figure is the percentage by which the given power's current SP level is incremental or decreased—exactly in the same manner as the Prussian and Austrian players incremented their forces through RP allocation in the Force Increment Phase. If SP are to be removed, the controlling player immediately chooses which ones to eliminate and does so. If SP are to be added, they are chosen from among the unused SP counters and are deployed during the Re-deployment Phase. EXAMPLE: At the end of the 1759 campaign, France (allied with Austria) has 22 SP on the map. The result on the Commitment Table calls for a 40% force increment for France. And 40% of 22 is 8.8, or nine rounding up. Thus nine SP are made available to France for the 1760 campaign.

Leaders

At the beginning of the Grand Campaign Game, each power possesses a certain number of leaders on the map. These groups of leaders may be augmented by new leaders chosen by the Austrian or Prussian players during the course of the campaign. (Note: Neutral powers and countries that have surrendered may never choose new leaders.) The leaders that are not on the map at the beginning of the game should be separated by country and placed aside. These groups are known as each power's "Leader Pool". Then, during the Re-deployment Phase of each Grand Strategic sequence, a single die is rolled for each belligerent power while consulting the Leader Table. The result may call for new leaders to be chosen from the appropriate power's Leader Pool. If this occurs, the proper number of new leader counters is randomly chosen from the Leader Pool by the player controlling this country's forces. Once picked, a new leader must be put into play—it may never be "rejected" because it is a poor counter. Then, new leaders are deployed on the map along with reinforcing SP just created in the immediately preceding Force Increment or Commitment Phases. The Rank Values of new leaders are always in effect—a new leader with a Rank Value of "2", for example, would be superior to any leader with a Rank Value of "3" already in play. However, there will be occasions when leaders from the same power will have the same Rank Value. In these instances, the leader who has been on the map the longest (or was chosen first) has seniority.

BRITISH SUBSIDY TABLE

DIE ROLL	RESOURCE POINTS
1(-)	0
2	0
3	1
4	1
5	2
6	3

MODIFIERS

Subtract 1 from the die roll in the British Subsidy die roll immediately following the 1758 and 1759 campaigns. Subtract 2 from the die roll on rolls immediately following the 1760 and 1761 campaigns. (No die roll may ever be reduced below 1.) Never perform this die roll if Hanover is neutral.

LEADER TABLE

DIE ROLL	LEADERS
1	0
2	0
3	1
4	1*
5	2*
6	2*

*The owning player must "sack" one leader (exception: if a power only has one leader on the map, he is not "sacked").

Note: If a country has lost all its leaders in battle, it automatically gets to choose a new leader to lead its troops, even if the Leader Table does not call for new leaders to be picked. However, Sweden and the Empire may have a maximum of one leader. Moreover, even if this leader is killed, he automatically comes back into play during the next Re-deployment Phase. If there are no more leaders available in a power's Leader Pool, then it may not receive a new leader—even if the Leader Table calls for one. If a power has no leaders on the mapboard and none left in the Leader Pool, it automatically receives a leader with zero Initiative Value and zero Attack and Defense Bonuses.

Sometimes, the Leader Table may call for a player to "sack" one of his leaders. If this occurs, the owning player must immediately remove one leader of his choice from the mapboard. This leader may never be brought back into play again. The "sacked" leader may be of any Rank Value. (*Exception:* If a country has only one leader in play, he may never be sacked; disregard this result.)

Re-Deployment

During the Re-deployment Phase, both the Prussian and the Austrian players may adjust the deployment of all units under their control. Re-deployment is performed openly, but once any SP have been shifted from one stack to another, the opposing player may never examine any stacks as per the normal rules. The Austrian player performs re-deployment first, followed by the Prussian player. To re-deploy SP, simply pick up the desired number (plus any number of leaders) and shift them to any fortress hex that is currently occupied by at least one SP of the same *nationality*. Re-deployment is not mandatory—any or all of a nation's SP may be shifted at the owning player's wish. Depots may never be re-deployed.

After the Prussian and Austrian players have re-deployed their forces, new SP (e.g., those created by Force Incrementation) and new leaders (e.g., those chosen from the Leader Pool) are placed on the map. The Austrian player deploys his reinforcements and new leaders first, followed by the Prussian player. New SP and leaders may be placed on any fortress hex that is currently occupied by at least one SP of the same *nationality*.

Campaign Initiation

After the Re-deployment Phase, the new yearly campaign is ready to begin. Start the new year with Turn 1 and adhere to all normal rules.

Prisoners

All normal prisoner-of-war rules are adhered to (ignore the Special Rules concerning prisoners in the individual scenarios). Prisoner exchanges—which are mandatory—take place each even-numbered turn. Nationality makes no difference in prisoner exchanges; instead, all POWs of nationalities friendly to Prussia are automatically exchanged with POWs belonging to nationalities that are friendly to Austria. Returning prisoners-of-war return to play on any non-besieged fortress occupied by SP of the same nationality.

Surrender

A country surrenders at the moment all of the fortresses that were under its control at the beginning of the Campaign Game fall into enemy hands (*exception:* Russia and the Empire never surrender). For example: Saxony surrenders immediately upon the fall of both Torgau and Dresden to an enemy power. If a country surrenders, all of its forces are immediately removed from the mapboard, regardless of their position. They may never return to play and no further Commitment die rolls are made for that country.

Note: If France is allied with Austria, it would only surrender if Venlo, Roermond and Wesel fall to the enemy in addition to Metz and Strasbourg. If Hanover is allied with Prussia, it would only surrender if Minden and Munster fall to the enemy in addition to Hanover and Stade.

Winning the Game

There are two ways for the Prussian player or the Austrian player to win the game. First, if Prussia surrenders, Austria automatically wins; if Austria surrenders, Prussia automatically wins—regardless of the activities of either power's allies.

The second method by which either power may win the Campaign Game is by fortress possession and Victory Points. (*Note:* There is no need to keep track of SP losses when playing the Campaign Game—these have no effect on victory determination; instead, they are reflected through Resource Point allocations by the two major powers.) Immediately upon the conclusion of the 1757 campaign—and every year thereafter that the game continues—the players should follow this procedure in order to determine if one side or the other has won the game:

1) Calculate the total number of Victory Points currently possessed in fortress hexes by the Prussian player (and his allies) and the Austrian player (and his allies). In order to receive Victory Points for a fortress, it must be occupied by at least one SP of a friendly nation.

2) Compare these totals. If one side's total exceeds the other by MORE THAN 200%, proceed immediately to Step 3. Otherwise, the Campaign Game continues and neither player is yet victorious. **EXAMPLE:** If the Prussian player has 90 Victory Points and the Austrian 40, proceed to Step 3—the Prussian player *may* have a chance at victory. However, if the Prussian player had 90 Victory Points and the Austrian 45, the war would continue with no victor as of yet. (*Note:* Neutral country fortress hexes are never taken into account.)

3) If one side possesses more than 200% in Victory Points than the other, it automatically wins the game if it currently possesses *four of the following five fortresses:* Breslau, Prague, Vienna, Magdeburg and Dresden. Otherwise, the war continues with no victor as of yet.

1763: THE LIGHTS GO BACK ON

If, at the end of the 1762 campaign there is still no victor in the conflict, the war automatically ends. In this instance, there is no decisive winner in the war, but if players care to calculate a victor—a marginal one at best—adhere to the following procedure:

1) The Prussian player wins if he has more Victory Points at this time than the Austrian player AND has control of every fortress hex in Silesia.

2) The Austrian player wins if he has more Victory Points at this time than the Prussian player AND has control of at least two fortress hexes in Silesia.

3) If neither of the above Victory Conditions are fulfilled, then neither player wins and the game must be declared a draw.



AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	34	2596YOV	1
2.	B. Dobson	9	2444RJR	2
3.	P. Siragusa	28	2152EGI	3
4.	B. Sinigaglio	19	2150GHI	4
5.	D. Burdick	33	2144GFM	5
6.	T. Oleson	43	2140WXZ	6
7.	D. Garbutt	32	2126GIM	7
8.	E. Mineman	4	2090CEE	8
9.	F. Preissle	31	2052LNX	9
10.	J. Kreuz	28	2041GGK	11
11.	P. Kemp	5	2024EEI	10
12.	J. Zajicek	37	2000HJQ	12
13.	W. Scott	31	1997JIT	14
14.	M. Sincavage	23	1993EEJ	13
15.	J. Beard	23	1953GIO	17
16.	P. Ford	14	1946GCO	15
17.	R. Leach	36	1944ILR	16
18.	R. Phelps	15	1943HIP	23
19.	B. Remsburg	17	1921GIO	24
20.	L. Kelly	27	1916WWZ	19
21.	P. Flory	10	1910DFI	20
22.	F. Reese	14	1898GDF	21
23.	F. Freeman	8	1897EEF	22
24.	M. Simonitch	4	1875CEF	18
25.	D. Munsell	29	1871GHK	27
26.	P. Landry	8	1870HHM	26
27.	W. Ownbey	3	1862DEI	28
28.	R. Beyma	9	1836CDE	30
29.	B. Downing	23	1830FHL	35
30.	S. Martin	27	1828GIL	31
31.	J. Anderson	10	1826DDE	25
32.	J. Sunde	9	1825KKS	29
33.	C. Wannall	10	1813GKO	33
34.	B. Salvatore	2	1807EJN	47
35.	B. Sutton	2	1806DFE	34
36.	B. Giodano	2	1802CEG	36
37.	J. Baker	6	1799CDI	38
38.	R. Hoffman	20	1798EGL	39
39.	B. Armstrong	6	1796EFK	40
40.	G. Charbonneau	8	1785DFI	43
41.	F. Ornstein	17	1784FGL	41
42.	D. Greenwood	34	1779FFJ	44
43.	C. Olson	17	1778DEJ	45
44.	N. Cromartie	19	1776GGN	32
45.	J. Minnow	1	1774EGJ	—
46.	D. Kopp	6	1770EHL	48
47.	R. Jones	10	1769GJN	49
48.	J. White	1	1769DFI	—
49.	E. Miller	20	1764GJP	39
50.	S. Sutton	1	1763CEH	—

MEET THE 50 . . .

Mr. Charles Wannall is 26, married, at work on an advanced degree and works as a computer programmer in Pasadena, California.

Favorite Game: SQUAD LEADER and its gamettes

AREA Rated Games: SL, COI, COD, GI

AREA W-L Record: 37-1

% Time PBM: 67%

Gaming Time/Week: 7 hrs.

Play Preference: PBM

Hobbies: Flying, Karate

Pet Peeve: Poorly thought-out and poorly written rules.

Mr. Wannall elaborates on his preference for PBM:

"I prefer PBM for my serious gaming. This allows me and my opponents adequate time to study the situation and plan a response. I feel this gives better play than the average FTF game, where most people are fighting a time limit, even if unrealized. The strain of FTF is not conducive to the best of play. Without a doubt, PBM is the very best challenge our hobby has to offer. I applaud Avalon Hill's efforts to promote PBM with their Opponents Wanted listings, the AREA, and the postal tournament. And, I feel that we need more *official* PBM rules for more games, similar to Mr. Lutz's recent ones for VITP."



THE SILESIAN WARS, 1740-1745

More Scenarios for FREDERICK THE GREAT

By Arnold Blumberg

On 20 October 1740, less than five months after Frederick had ascended the throne of Prussia, Charles VI of Austria, Holy Roman Emperor, died. The emperor's death created the European crisis which he himself had long foretold. Charles, the last male of the imperial house of Hapsburg, had several children—but all were daughters. He himself had succeeded his only brother, Joseph I, as emperor since Joseph too was without male progeny.

Charles of Hapsburg knew full well that a woman could not be elected to succeed him on the throne of the Holy Roman Empire. His concern was not so much for this ramshackle empire, a loose confederation of independent kingdoms and principalities in Germany, but rather for those lands under the direct control of his blood—the Grand Duchy of Austria itself, plus the kingdoms of Hungary and Bohemia, and a number of other rich areas scattered across the map of Europe. It was these far-flung Austrian possessions, rather than the empty title of Holy Roman Emperor, which made the Hapsburgs the most important ruling house in Europe at the time. And it was concerning these areas that Charles wanted his eldest daughter, Maria Theresa, and her successors to hold and control in perpetuity.

Charles greatly feared that the other European powers would move to seize some of the Hapsburg holdings should a woman ascend the throne in Vienna. He was not even sure that the Austrian dominions would accept a female ruler. In 1718, in an effort to forestall the crisis, Charles established a rule of succession which he labeled the "Pragmatic Sanction". This provided that all Austrian lands of the Hapsburgs would henceforth remain under one ruler, with the daughters of Charles being first in line. Between 1718 and 1740, he was able to bring all the Hapsburg kingdoms and principalities—and

most of the major houses of Europe—to accept his Pragmatic Sanction.

Thus, when Charles died, Maria Theresa was immediately recognized by most of Europe as the rightful ruler of Austria, Bohemia, Hungary and a host of other small states. Furthermore, her husband, Duke Francis of Lorraine, was a logical choice for election as titular head of the Holy Roman Empire. However, Charles Albert, Elector of Bavaria, had never recognized nor accepted the Pragmatic Sanction. He was a descendant of a daughter of the Austrian Emperor, Ferdinand I, and thus felt he had as much "legal" right to the Austrian lands as had Maria Theresa. And, he was a man. He announced that he too was a candidate for the post of Holy Roman Emperor.

This squabble over the succession to the Austrian and Imperial thrones seemed to Frederick an excellent opportunity to gain some strength and territory for Prussia. The Hohenzollerns themselves had an ancient claim to the rich Duchy of Silesia, adjoining his southern lands, and—being a rather pragmatic and ruthless enlightened despot—now was the moment to exercise that claim. With the crisis in Austria, whose troops occupied the territory, and the excellent state of his armed forces, he certainly felt confident in doing so.

Early in December 1740, Frederick massed his troops at the border of Silesia, under the command of Field Marshal Count Kurt von Schwerin. On 11 December, Frederick had word delivered to Vienna that he would join Austria in her fight against Charles Albert's claim on the thrones of Austria and the Holy Roman Empire—if Maria Theresa would cede Silesia to Frederick. Knowing full well Austria would never agree, Frederick ordered the 27000 troops under Schwerin into Silesia on 16 December before he even received an answer to his demand.

The Prussians met with little resistance as they overran the northern areas. Part of the reason for this must be that the local population was made up of a large percentage of Protestants who did not approve of rule by the Catholic Hapsburgs. Further, the region had been bled white by Austria over the years in order to support other areas of the Austrian domains. Lastly, the 6000 Austrian troops in Silesia under the command of General von Browne were scattered and taken by surprise. Most of Silesia, with the exception of the Catholic south, accepted the Prussian entry. In fact, the capital at Breslau opened its gates on 3 January without a struggle. The First Silesian War had begun.

The First Silesian War (1740-1742)

Austria, or rather Maria Theresa, had no intention of allowing Frederick to permanently detach the rich Silesian territory from her empire. Furthermore, Austria—with ten times the population—could now turn its full attention to recovering the area. Although Charles Albert of Bavaria was challenging Maria's right to the throne, he could not carry on a war without the support of either France or Britain; both remained scrupulously neutral.

While an Austrian army was slowly assembled in nearby Bohemia and along the Moravian-Silesian border, Hungarian raiders began to penetrate into Prussian-held Silesia. In March 1741, Field Marschal von Neipperg led an Austrian army of 20000 across the snow-covered Sudeten mountain passes into Silesia. He advanced toward Ohlau, the main Prussian supply base in central Silesia. Frederick, now in command of the Prussian forces in the field with Schwerin as his second-in-command, was completely surprised by this Austrian move. The Prussian army was scattered

farther south and east of the point of invasion. His enemy had cut Frederick's line of communication with central Silesia and Berlin in one blow.

Hastily, Frederick and Schwerin concentrated some 22,000 men, then marched northward to seek the Austrians. On 10 April, the Prussians encountered the Austrian army encamped in and around the town of Mollwitz. By the time Frederick had arranged his army for the attack, hours had elapsed and it was the Austrians who struck the first blow. After a bitter struggle, that afternoon the Prussian infantry—untried in battle for some thirty years past—retrieved victory after the amateur Prussian cavalry had been routed at the outset by the veteran Austrian horsemen. But, while the Prussian victory at Mollwitz established the reputation of Frederick's infantry as the best troops in Europe, it certainly did not do likewise for Frederick himself who had joined the headlong flight of his cavalry from the battlefield. And in immediate strategic terms, the battle decided very little, for the Austrians lingered throughout the summer in southern Silesia, and Frederick was not inclined to trust his luck to a second battle.

Mollwitz did have some beneficial effects for the Prussians. Other German states that had been considering joining Austria in the war changed policy, while the victory led France to institute negotiations between herself, Bavaria and Prussia directed toward forming an alliance against Austria and Britain. This alliance was soon to expand to include, by late May 1741, France, Prussia, Bavaria, Spain and Saxony as well as other lesser states. The only major power to remain faithful to the Pragmatic Sanction was England; although in nominal alliance with Austria, however, the English throne was not certain that it wanted to become embroiled in the European warfare. By mid-summer of 1741, Frederick's victory at Mollwitz and Charles Albert's designs had precipitated a series of wars across Europe collectively known as the War of Austrian Succession (1741-1748).

The first phase of the First Silesian war was winding down by early autumn of 1741, with Frederick's main concern being to consolidate his gains in the province north of the Neisse River, and Maria Theresa's attention being drawn westward to where a Franco-Bavarian threat was growing. The anti-Austrian coalition envisioned giving Charles Albert Austria, Bohemia and the Imperial crown of the Holy Roman Empire; France was to get the Austrian Netherlands; Saxony would receive Moravia; Spain was to take all Hapsburg holdings in Italy; and Frederick would retain Silesia. Frederick already had most of Silesia in mid-1741 and, in a rather devious Machiavellian mood, decided that if he deserted his allies and made peace with Austria, which was in dire straits, he could bloodlessly get it all. Thus, the secret Treaty of Klienschnellendorf of 9 October 1741—which gave Silesia to the Prussians in exchange for a truce. The treaty also contained a clause that the agreement would lapse if any signatory disclosed its terms; Frederick's allies were not to know that he had tactically withdrawn from their war. By November 1741, Frederick's forces were occupying the rest of Silesia and Maria's forces were mobilizing to meet the threat from the west.

Hostilities had broken out between the Austrians and the French, Bavarians, Spanish and Saxons in September 1741. A 50,000 man Franco-Bavarian army moved into Upper Austria and another Franco-Saxon army marched into Bohemia. By late November, all had converged and occupied Prague, capital of Bohemia. With 65,000 allied troops at his side, Charles Albert had himself crowned King of Bohemia in December 1741, and then Holy Roman Emperor in January 1742.

Meanwhile, the Austrians used the cessation with Prussia to gather their forces for the defense of

Vienna under Marshal Khevenhuller, but the Bavarians saved him the trouble by not continuing their march on the capital as was originally planned. Instead they turned north and stormed Prague. Apparently, Charles Albert was not so much interested in crushing the Austrians as in making sure none of his erstwhile allies took Bohemia for themselves. Between September and December, Maria Theresa had mobilized the country to resist the many enemies now arrayed against her. By the end of the year, 100,000 men were under arms—one army under Neipperg in Moravia to keep an eye on Frederick; another under the aged Khevenhuller to operate on the Danube against the Franco-Bavarians; and a third under the incompetent Charles of Lorraine to threaten the French and Bavarians holding Prague.

Late December saw Khevenhuller march up the Danube, with the French and Bavarians hastily withdrawing before him. On 27 December he reached Linz, still held by a French garrison. After a siege of nearly a month, Linz surrendered. Preceded by his hussars and *freikorps* light troops, with which the enemy could not cope, the old Marschal advanced into Bavaria and stormed Charles Albert's capital of Munich on 12 February 1741. Meanwhile, Prince Charles, with the second army, made demonstrations against the Franco-Bavarian forces at Prague—who were in fact withdrawing from Bohemia in haste to defend Munich. He entered winter quarters in southern Bohemia. Then suddenly, the entire military picture again changed dramatically and the Austrians found themselves once more on the defensive—thanks to the opportunism of Frederick.

Believing that the improving Austrian situation would sooner or later cause Maria Theresa to turn her attention back to Silesia, Frederick launched a full invasion of Moravia in February 1742. He hoped to reach out and combine with the Franco-Saxon army that had earlier advanced into the region and to coordinate his actions with the Bavarian-French force under Marshal de Broglie, still at Prague. But Frederick's plans were not to succeed; de Broglie's force at Prague was too understrength and short of supplies to venture far from the city's fortifications. Consequently, the Austrian army of Prince Charles was free to turn its full attention to the Prussian threat.

During the next three months the Austrian and Prussian armies maneuvered warily in eastern Bohemia and northern Moravia. Snow and mud kept both sides from any serious effort to engage in battle. Frederick, at Olmutz, sent raiders to the outskirts of Vienna; but this proved to be an empty gesture since all the allies arrayed against Austria in Bohemia and Moravia had fallen to arguing among themselves and since their communications were threatened by the Austrian garrison at the fortress of Brunn. All this forced Frederick to pull back out of Moravia and to take up quarters in northeast Bohemia.

In April, Prince Charles felt strong enough to carry out a more aggressive campaign against the Prussians. After receiving reinforcements from Khevenhuller's army operating on the Danube, he sent Hungarian light troops—hussars and *freikorps*—raiding into Silesia, striking at the Prussian line of communications from Olmutz back into Prussia. On 25 April, Frederick evacuated Olmutz, and moved northwest into Bohemia, seeking to force Prince Charles to battle. Charles continued to harass the lines of supply while refusing to meet in a set-piece battle. In mid-May orders from Maria directed the Prince to stop dallying and smash Frederick once-and-for-all. Slipping around the Prussian flank, Charles moved to the north of Frederick's army. The next day, 17 May, he intended to throw his 30,000 regulars against the Prussians, who were camped at the village of Chotusitz, in a surprise attack at dawn.

But it was the Austrians who were surprised when they found the Prussians drawn up for battle in the morning mist. Despite the absence of surprise, the Austrians attacked the Prussian army of about 21,000. As at Mollwitz, the action began with a Austrian cavalry charge, which routed the Prussian horse. The battle then became a contest of infantry. Again, as at Mollwitz, Prussian firepower and discipline carried the field.

The defeat at Chotusitz convinced Maria Theresa that she could not defeat Frederick—at least not while engaged with the other powers. In order to concentrate against France and Bavaria, she once again concluded a truce with the Prussian upstart. On 11 June, Prussia and Austria signed the Preliminaries of Breslau which publicly ceded most of Upper Silesia to Frederick and ended hostilities. So ended the First Silesian war. But the War of the Austrian Succession, which had started as a result of Frederick's invasion of Silesia, continued. And its continuation brought successive victories to Austria and her allies.

The Year of Austrian Success (1743)

Following the peace signed at Breslau, Prince Charles was free to maneuver the French in Bohemia into Prague and then besieged the fortress. After a long and badly managed siege he was forced to raise it when—in September 1742—another French army invaded Bohemia from the west. It became necessary to call for support from the army on the Danube. Khevenhuller, with most of his force, joined Charles. With a massive concentration, they were able to drive the French relieving army out of Bohemia and then push down toward the Danube and Bavaria. Meanwhile, the French garrison in Prague broke out and escaped into Germany. The rear guard, remaining in the fortress, surrendered in late December.

The beginning of 1743 found the Austrians full of confidence and resolved to punish the Bavarians, break French power in the German states, and reconquer Lorraine for the Holy Roman Empire. Maria Theresa's ally, England, in the first part of the year financed an allied army composed of English, Hanoverian and Austrian contingents whose avowed purpose was the exclusion of French influence from the lands of the Holy Roman Empire. Dubbed the "Pragmatic Army" and commanded by George II, this force narrowly defeated the French under Marshal Noailles at the Battle of Dettingen on 27 June. It then crossed the Rhine at Mainz before halting in front of strong French lines.

Meanwhile, an Austrian army had cleared the enemy from all of Bavaria and moved on into western Germany. It linked with the Pragmatic Army at Mainz but, due to the disdain Prince Charles had for the idea of subordinating himself to the authority of George II, he elected to attempt a crossing of the Rhine on his own. The attempt was made on 4 September, and proved to be a costly failure. The Austrian army encamped on the eastern banks for the winter, finally effecting a crossing with 70,000 in the first part of July. They made good progress once across to the west side of the river. But . . . the French started moving reinforcements to the threatened Rhine front from the Netherlands, and on 17 August 1744, Frederick invaded Bohemia. On the 24th the Austrians recrossed the Rhine to meet the latest threat from Frederick. The Second Silesian War had begun.

The Second Silesian War (1744-1745)

All through 1743 and the first half of 1744, Frederick had watched the progress of the War of the Austrian Succession with trepidation. The

Austrian victories in the Germanies convinced him that Austria would soon take Silesia back. He was particularly concerned when England, Holland, Sardinia and Saxony pledged themselves, in the Treaty of Worms (13 September 1743), to restore Austria's boundaries to what they had been before the war. They ignored Frederick's claim to Silesia as confirmed by the Preliminaries of Breslau. In Frederick's view, the obvious step was to re-enter the war—breaking his treaty of convenience with Austria.

To this end, Frederick negotiated the Treaty of Paris with France and the Emperor Charles VII (former Charles Albert of Bavaria) in early June 1744. France agreed to a double invasion of Austria, and Frederick agreed to attack Bohemia. Bavaria was to be liberated and returned to the "Emperor" and Frederick would add sections of Bohemia to Silesia.

On 17 August, Frederick marched into Bohemia with 80000 at his back. About two-thirds of the army moved by way of Saxony—without Saxon permission—while the rest passed through Silesia. The Prussians reunited their forces before Prague and occupied the city after its 12000 man garrison surrendered on 16 September. Encouraged by this easy success, Frederick proceeded to overrun central Bohemia. With the Austrians withdrawing from the Rhine to oppose Frederick, the Prussian Soldier-King saw the opportunity to catch the enemy in a trap—between his army in Bohemia and the French and Bavarian forces that would surely follow the Austrians across the Rhine. Pursuing this scheme, he marched to the southeast to meet the Austrians near Vienna, only to learn a few days later that the French had not crossed the Rhine.

Instead of having the Austrians in a trap, it was now obvious that it was the Prussians who were in danger of that fate. He was opposed by two enemy armies—one in Bohemia under the very able Field Marshal Traun, and the other under Prince Charles approaching from the west. Frederick tried to lure Traun into battle before Charles could arrive on the scene, but the wily old Austrian refused to be ensnared and used his hussars and light infantry to screen his movements and deny the Prussian supplies. He was able to join with Charles' army without any interference from Frederick.

Thus, the Austrians had already gained the initiative early in October when they were joined by a corps of their new allies from Saxony, which gave them a combined force of over 70000 men. By November, Frederick had lost 17000 men through desertion as supplies began to run short; and he was thus far unable to maneuver the enemy—in theory commanded by Charles, in reality by Traun—into a situation where he could fight on anything approaching equal terms. Realizing that, without a counter to the light troops Traun was employing so effectively against his supply lines, he was doomed to defeat, Frederick withdrew from Bohemia into Silesia where he could feed his army.

The new year brought new bad news, this time on the diplomatic front. On 8 January, Austria, England, Holland and Saxony signed the Treaty of Warsaw—a quadruple alliance against Frederick, the ostensible object being the recovery of Silesia and destruction of the Hohenzollern rule.

The campaign of 1745 opened early with an Austrian thrust into Silesia in February led by Traun. Frederick had assigned the defense of that area to Prince Leopold of Anhalt-Dessau (the "Old Dessau" who had fought under Marlborough at Blenheim and who was very instrumental in helping Frederick's father rebuild the Prussian army). The Old Dessau adroitly outmaneuvered Traun and drove the Austrians back into Bohemia in a few weeks. Frederick personally assumed command in Silesia in March with one desire—to bring the Austrians to battle and smash them.

In April he learned that a Saxon force was marching on Berlin, but ignored it to wait on an opportune chance to hit the Austrians. Late April saw the transfer of Traun to Italy where the French and Spanish had inflicted a severe defeat on the Austrians. Charles took sole command, but refused to take the offensive until directly ordered to do so by Maria Theresa. During the first week of June 1745, Prince Charles advanced into Silesia with Breslau as his objective. Frederick, defining the probable Austrian intent, was waiting for the Austrians on ground of his choosing about midway between Breslau and Neisse. Some 60000 Prussians faced 80000 Austrians near Hohenfriedburg. When the battle was over, Austrian-Saxon losses totalled in excess of 16000.

Frederick followed up his success at Hohenfriedburg by advancing into Bohemia after the fleeing, disorganized enemy but soon encountered the same problems he had the previous year. By the time he reached Charles' defensive positions at Koniggratz, his detachment of troops along his supply line to secure it against the Austrian *freikorps* had reduced his army to 30000. Although the Austrian army was not much larger, he felt that he could not carry their strong defensive positions. So the Prussian army pulled back a short distance and encamped west of the River Elbe.

During the next three months the two armies watched each other across the Elbe, while the Austrian army grew and Frederick's continued to dwindle. The Prussian King could not entice Charles to come out though. By the end of September, Frederick began the withdrawal from Bohemia, with the Austrians cautiously following. Frederick was encamped at Sohr on the night of 29 September; the Austrians that night slipped around his flank to occupy the heights behind, thus cutting off their only practical line of retreat to Silesia. As the 30th dawned, Charles was ready to deliver a surprise assault. But, although the Prussians had been outmaneuvered, their scouts had got wind of the move and Frederick was ready to attack the enemy on the surrounding hills. Led by the retrained cavalry, the Prussian army stormed the Austrian positions and, through sheer fury, put the Austrians to flight. Charles' forces lost 8000 while Frederick lost 4000.

Immediately after the battle of Sohr, Frederick passed into Silesia to enter winter quarters. He was hopeful that Maria Theresa would now make peace, especially since the French had overrun the Austrian Netherlands earlier in the year after Marshal de Saxe had defeated an English army at Fontenoy in May. But peace was not yet on Maria's mind. On the contrary, she set out on a winter campaign. Charles was to march north from Bohemia toward Berlin, converging with another Austro-Saxon army under Count Rutowski advancing from western Saxony. Further, there was the hope that Russia might enter the war and attack Prussia from the east.

Upon learning of the projected campaign, Frederick rejoined his army in Silesia. He ordered Old Dessau, with an army of 30000 based at Halle, to advance and meet him at Dresden. He then marched 40000 men westward, intercepting Charles' army near Hennesdorf in Brandenburg and drove it back into Bohemia in a bloody two-day battle (23/24 November).

Meanwhile, the Old Dessau, spurred on by the demands of Frederick, was nearing Dresden determined to pin and battle Rutowski's army of 35000. He found the Austro-Saxon force entrenched on a hill near the town of Kesseldorf on 16 December. Attacking up the icy slopes twice, his force routed the enemy. Soon after this battle, Frederick occupied Dresden, the Saxon capital.

The defeats at Sohr, Hennesdorf and Kesseldorf convinced Maria Theresa that peace must be had while she planned the next war. The Treaty of

Dresden, signed on 25 December 1745 ended the Second Silesian War and recognized Frederick's control of Silesia. Frederick received from Saxony massive reparations to rebuild his formidable, but battered, army.

The War of the Austrian Succession dragged on till 1748, but Prussia took no part in the further fighting. Its outcome was predictable; Austria was forced to cede Spain a few Italian duchies in return for the French-held Netherlands. With the exception of these, and of course Prussia's hold on Silesia, all the major combatants ended up with what they had held in 1740. Five years of war had brought only Frederick significant gain. And, a reputation. He was looked upon now by many as the true champion of the small German states and the tough little underdog that had managed to beat the great power bullies. It was acknowledged by all Europe that he was a military genius and, from 1745 onwards, he was called "Frederick the Great".

Additional Scenarios

The following six scenarios attempt to recreate these first military campaigns by the greatest of the Soldier-Kings. His first taste of war was brought about by his involvement—dare say, his initiation—of the War of Austrian Succession (1740-1748). The mapboard, game system, and most of the playing pieces are used with the new situations. The vast majority of the rules for *FREDERICK THE GREAT* are employed; those modified or not utilized are noted in the special rules sections of each scenario. New game counters, which represent the commanders during the Silesian Wars, are provided on the insert of this issue. With these—mapboard, rules, counters—at hand, one can simulate the "chess-like mode of warfare" at which Frederick so excelled.

1740

1. The game lasts from Turn 17 through Turn 5 (See Special Rule B.).

2. ALLIED DEPLOYMENT

PRUSSIANS

SP/LEADERS	HEX #
12 SP, 1 DP	2428
Schwerin	2428
von Gessler	2428
3 SP	2426
5 SP	2522

3. COALITION

DEPLOYMENT

AUSTRIANS

SP/LEADERS	HEX #
1 SP	1733
Browne	1733
1 SP	2030
1 SP	1631
1 SP	1532
1 SP	1634
1 SP	1434
1 SP	1230

4. REINFORCEMENTS

None

5. SPECIAL RULES

A. For Victory Points, the only fortresses to be counted are Glogau, Breslau, Schweidnitz and Kustrin.

B. The scenario spans the Winter of 1740, December through March. Commence the game on the December I Turn and play through the June II Turn on the Turn Record Track, moving the marker to the Turn I following conclusion of Turn 18. The game turn of April I is considered January I, the game turn of May I is February I, and so forth.

C. All game turns of this scenario are considered *WINTER* and all appropriate rules (16.) are enforced except as follows:

a. Forces that enter a fortress during the game may leave that fortress at any time during the course of play. In other words, the Winter Quarters Rule (16.2) is ignored.

b. This scenario does not end even if *all* forces in play are inside fortresses.

c. Winter Attrition (16.3) is modified to the extent that each Friendly Attrition Phase instead of a SP automatically being removed from those stacks which are not *inside* a fortress, a die is rolled: an odd result causes the loss of a SP from any force not within a fortress; an even result causes no loss due to Winter Attrition.

D. No prisoners may be exchanged.

E. The rules for Siege (13.) are utilized with the following modifications:

a. A die roll of 3-6 is required on the *Siege Resolution Table* in order to effect a "Breach".

b. After the first fortress has been successfully besieged by the Prussian player, a modification of -1 is applied to all subsequent siege resolution attempts by the Prussians (Example: the Prussians build a depot on the fortress of Glogau and roll on the Table to determine if a "Breach" occurs; a "4" results on the roll; Glogau is taken and henceforth the Prussian player needs to roll a 2-6 on the Table to successfully breach any fortress). This rule remains in force even if the fallen fortress is subsequently retaken by the Austrian player.

6. HISTORICAL RESULT

See accompanying text.

1741

1. The game lasts from Turn 1 through Turn 18.

2. ALLIED DEPLOYMENT

PRUSSIANS

SP/LEADERS	HEX#
2 SP	1733
Frederick	1733
Schwerin	1733
2 SP	2030
von Schulenburg	2030
3 SP	1736
von Kyau	1736
2 SP	2217
2 SP	2522
2 SP	2925
2 SP	2426
2 SP	3741
2 SP	1631
2 SP	1532
2 SP	1534

FRENCH

SP/LEADERS	HEX #
4 SP	1901
de Broglie	1901

4 SP	0406
Noailles	0406
3 SP	0703
Chevert	0703
3 SP	2104
3 SP	1804
3 SP	1702
3 SP	1604
3 SP	1108
4 SP	1306
4 SP	1210

BAVARIANS

SP/LEADERS	HEX #
5 SP	0519
Seckendorf	0519
1 SP	0816

SAXONS

SP/LEADERS	HEX #
7 SP	1623
Rutowski	1623
1 SP	1821

3. COALITION DEPLOYMENT

AUSTRIANS

SP/LEADERS	HEX #
8 SP	1634
Neipperg	1634
Romer	1634
7 SP	0231
Browne	0231
2 SP	1125
2 SP	0631
2 SP	1230
2 SP	0834
2 SP	1434
2 SP	1634

4. REINFORCEMENTS

A. On Turn 12, 9 Austrian SP and Khevenhuller appear on hex 0231.

B. On Turn 14, 9 Austrian SP and Charles of Lorraine appear on hex 0631.

Note: If the above Austrian reinforcement hexes are occupied by Allied SP, the Austrian player may bring these reinforcements in on the south edge of the mapboard between 0131 and 0136 and/or between 0136 and 0936 on the north edge. All reinforcements due in a given game turn must enter as one stack.

5. SPECIAL RULES

A. For all purposes (including Victory Points) utilize only the fortresses within the borders of Silesia, Saxony, Austria and the fortress of Nuremberg.

B. In a three-player game, the Prussian player and the Austrian player may agree to a peace treaty at any time during the game and under any conditions they may agree upon. The Prussian player may not, however, under this option, ever wage war against the Franco-Bavarian-Saxon player or ever occupy that player's initially-held fortresses. Any such Prussian-Austrian agreement is not binding; the Prussian player may re-enter the war against Austria on any subsequent turn.

C. The Frederick counter is modified for this scenario with the following values: *Initiative Value* 1; *Attack Bonus* 0; *Defense Bonus* 1. Further, if he is stacked with another friendly leader, it is not he who is considered the leader of the stack, but in-

stead merges with that leader for all combat, movement and morale recovery purposes. (Example: Frederick and Schwerin are together with a force of Prussian SP. If combat occurs, Schwerin is considered the leader of the force, but Frederick may add his Defense Bonus to Schwerin's which would result in a Prussian Defense Bonus of "3". If the force is defeated and retreats, the die roll for retreat after combat would be added to Frederick's and Schwerin's values—i.e., 2. If the Prussians then attempt to recover good morale in the Morale Recovery Phase, the combined Initiative Ratings of the two would be used.) For leader losses due to the effects of the CRT, Frederick is considered the lowest ranked leader.

6. HISTORICAL RESULT

See accompanying text.

1742

1. The scenario lasts from Turn 3 through Turn 18.

2. ALLIED DEPLOYMENT

PRUSSIANS

SP/LEADERS	HEX #
11 SP	0933
Frederick	0933
Schwerin	0933
3 SP	2217
von Gessler	2217
3 SP	2925
von Kyau	2925
1 SP	1733
Anhalt	1733
3 SP	3741
3 SP	3330
3 SP	2522
3 SP	2426
1 SP	2030
1 SP	1631
1 SP	1634
1 SP	1532
1 SP	1434

FRENCH

SP/LEADERS	HEX #
12 SP	1125
de Broglie	1125
Chevert	1125
2 SP	0406
Maillebois	0406
1 SP	1108
Belle-Isle	1108
2 SP	2104
2 SP	1901
2 SP	1702
2 SP	1804
2 SP	1604
2 SP	1306
2 SP	0703
1 SP	1210

BAVARIANS

SP/LEADERS	HEX #
6 SP	0416
Seckendorf	0416
1 SP	0816

SAXONS

SP/LEADER	HEX #
6 SP	1623
Rutowski	1623
1 SP	1821

3. COALITION DEPLOYMENT

AUSTRIANS

SP/LEADERS	HEX #
18 SP, 1 DP	0519
Khevenhuller	0519
Lobkowitz	0519
2 SP, 1 DP	0420
Batthyany	0420
3 SP	0631
Browne	0631
12 SP	1028
Charles of Lorraine	1028
Marschall	1028
1 SP, 1 DP	0324
1 SP, 1 DP	0227
2 SP	0231
2 SP	0834
2 SP	1230

4. REINFORCEMENTS

A. On Turn 4, two Austrian SP appear on hex 0231.

B. On Turn 5, two Austrian SP appear on hex 0231.

5. SPECIAL RULES

A. For all purposes (including Victory Points and supply) use only the fortresses in Silesia, Austria and that of Nuremberg. For the purposes of *supply only*, the fortresses of Saxony may be used.

B. In a three-player game, the Prussian player and the Austrian player may agree to a peace treaty at any time during the game and under any conditions they may agree upon. The Prussian player may *not* now, under any circumstances, attack or occupy the fortresses of the Austrian or Franco-Bavarian-Saxon player (nor vice versa). In a two-player game, Prussia automatically exits play at the end of Turn 7 and all conditions of the above apply.

6. HISTORICAL RESULT

See accompanying text.

1743

1. The scenario lasts from Turn 1 through Turn 13.

2. ALLIED DEPLOYMENT**FRENCH**

SP/LEADERS	HEX #
12 SP	0422
Noailles	0422
de Grammont	0422
12 SP	1108
de Broglie	1108
2 SP	1901
Maillebois	1901
1 SP, 1 DP	0519
2 SP	1702
1 SP	1804
1 SP	1604
1 SP	1306
1 SP	1210
1 SP	0816

1 SP	0703
1 SP	0406

BAVARIANS

SP/LEADERS	HEX #
7 SP	0703
Seckendorf	0703

3. COALITION DEPLOYMENT

AUSTRIANS

SP/LEADERS	HEX #
10 SP	0324
Charles of Lorraine	0324
10 SP, 1 DP	0223
Batthyany	0223
7 SP	1125
Daun	1125
Lobkowitz	1125
1 SP, 1 DP	1021
1 SP, 1 DP	0227
1 SP	1230
1 SP	0834
1 SP	0631
1 SP	0231

PRAGMATIC ARMY

SP/LEADERS	HEX #
17 SP	2104
George	2104
Hesse	2104
1 SP, 1 DP	1809
1 SP	2206
1 SP	2310
1 SP	2413

4. REINFORCEMENTS

A. On Turn 3, one Pragmatic SP appear on hex 2104.

B. On Turn 4, two Austrian SP and Marschall appear on hex 0231.

C. On Turn 6, two Pragmatic SP appear on hex 2104.

D. On Turn 6, two Austrian SP appear on hex 0231.

E. On Turn 6, four French SP and Belle-Isle appear on hex 0703.

F. On Turn 8, three French SP appear on hex 0730.

5. SPECIAL RULES

A. No units of any nationality may enter any hexes located partially or wholly in Prussia, Saxony or Mecklenburg.

B. For all purposes (including Victory Points), use only the fortresses in Austria and those located in the following: 0816, 1210, 1108, 0406, 0703, 1306, 1604, 1804, 1702, 1901, 2104, 2206 and 2310.

C. The fortress of Hanover (2413) can be used for all game purposes except for Victory Points.

D. Reinforcements due only in a fortress under Siege will arrive in the nearest friendly fortress.

6. HISTORICAL RESULT

See accompanying text.

1744

1. The scenario lasts from Turn 1 through Turn 18.

2. ALLIED DEPLOYMENT

PRUSSIANS See Special Rule A.

SP/LEADERS	HEX #
11 SP	2320
Frederick	2320
Anhalt	2320
11 SP	2223
Schwerin	2223
12 SP	1733
von Kyau	1733
von Gessler	1733

4 SP	2217
2 SP	2522
2 SP	2030
1 SP	2925
1 SP	2426
2 SP	1631
1 SP	1532
1 SP	1634
1 SP	1434
1 SP	3330
1 SP	3741

FRENCH

SP/LEADERS	HEX #
7 SP	0406
Coigny	0406
5 SP	0703
de Bon	0703
2 SP	1306
2 SP	1604
2 SP	1804

BAVARIANS

SP/LEADERS	HEX #
6 SP	0510
Seckendorf	0510

3. COALITION DEPLOYMENT

AUSTRIANS see Special Rule B.

SP/LEADERS	HEX #
16 SP	1013
Charles of Lorraine	1013
Batthyany	1013
10 SP	0316
Traun	0316
5 SP	1125
Harsch	1125
5 SP	0631
Daun	0631
3 SP	0231
Marschall	0231
1 SP, 1 DP	0519
1 SP	1210
1 SP	0816
2 SP	1230
2 SP	0834

SAXONS see Special Rule B.

SP/LEADERS	HEX #
11 SP	1623
Rutowski	1623
1 SP	1821

PRAGMATIC ARMY

SP/LEADERS	HEX #
15 SP	1108
Hesse	1108
Brunswick	1108
1 SP	2413

SUPPLEMENT TO THE COMMANDER'S NOTEBOOK

Analyzing the Rest of the PANZERBLITZ Scenarios

By John Hunter II

The following is intended as a guide to Situations #14 through #25, found in the WARGAMER'S GUIDE TO PANZERBLITZ. The purpose of any guide is to provide information on an unusual or unknown subject, and this is precisely what is attempted here. I do not intend to dictate how the various situations should or will progress. Indeed, for each situation there are many credible paths of progression. Rather, I hope to show how forces and terrain can interact and affect play balance. I also have tried to indicate how certain initial setups can greatly influence the final outcome of a situation. To repeat, individual games may develop in any number of ways, depending on the players' abilities and strategies. This guide is merely intended to help familiarize the *PB* player with these neglected scenarios.

Situation #14—BYELORUSSIA

Objectives: Both sides are playing for points here. The Russian has some high point-value units in Bednost (his CP and recon units) while the German's are all of lesser value. The Russian player doubles his earned points at the end of the scenario. The highest point total wins the game.

Forces: The German player's six A-class AFVs would normally be at a great disadvantage against concealed infantry. This situation, however, dictates that several units of very limited mobility are placed in town hexes. The vulnerability and high value of these units make them a tasty target for the German.

The Russian player has 11 AFVs and gobs of infantry with which to counterattack. The question is whether this force can arrive in time to save beleaguered Bednost. Until it does arrive, Bednost must make the best of it with but two 57mm guns, a couple of 12.7 guns and five recon units. Golod is stocked with three rifle units, five trucks, a couple of guns—and can take care of itself.

German Tactics: The German must get his forces up onto Hill 132, deploy for an attack, and strike. He will only get one turn to deploy on the plateau and one, or possibly two, turns to wipe out Bednost. Golod should best be ignored as it is a poor choice for attack. In order for any attack on Golod to be successful, the town must be totally surrounded and heavy firepower brought to bear to clear out those rifle units. Even if the town were surrounded, the Russian will still get the first effective shot. Open up one hole in the German wall and watch the Russian trucks take off like flies. And Golod simply doesn't offer enough points to be worth the risk. A strike at Bednost is easier and much more profitable. That town contains some 31 points and can offer, at best, a very limited defense.

As for actual tactics, the German should put his heavy A-class weapons in the plateau woods of hex row R. The infantry should be unloaded across hex row T next to 2U5 and 2U6, with the engineer at 2T5. This exposes the valuable engineer only to attack from hex 2U5.

On the following turn, these units will spot for the StuGs and JagdPanthers and provide the follow-up CAT. If the AFVs blast the exposed town hexes, then the infantry can move into those hexes and proceed to CAT the rest of the little town. This "one-two punch" is quite devastating. The German

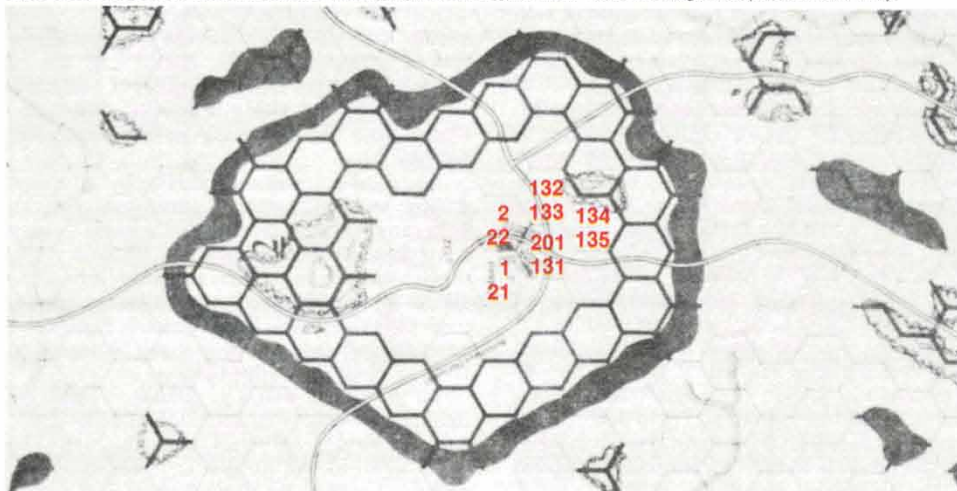
alternative is to attack at 2W7 and 2X7. However, these hexes cannot be used as positions for direct fire against Bednost because of those pesky green hexsides.

The armored cars will prove useful in delaying the advancing Russian hordes for a turn or two, but the terrain does not allow for much. The Russian may attempt to reinforce Bednost with the forces at Golod. To prevent this, the German had best use his halftracks to block the road. The enemy may even get careless and put two loaded trucks in the same hex. He won't be able to unload those rifle units when you ambush the trucks with halftracks, and watching those precious rifle units vanish under an attack by halftracks is sure to make the Russian player cry.

Russian Tactics: You will have some trouble defending Bednost successfully, because the CP is so valuable and so immobile, it should be cushioned among the other units. Figure 1 shows a defensive set-up often used. It is meager, but then you don't have much to work with. It is best to keep the recon units out of 2U5 and 2U6. They are not strong enough to disperse persistent spotters and are too easily wiped out by heavy A-class firepower. Use them to protect the CP; when this becomes impossible, they should retreat to the southeast toward the slope. When the CP is gone, Bednost need not be held; the recon troops should survive until the Russian main force arrives. They are worth too many points to simply throw away.

The units in Golod probably won't see much combat. However, if the German neglects to block the the road to the plateau, these units should make an attempt to reach Bednost and reinforce the besieged town. In any case, they will be useful for blocking off the northern area of Board 2 when the German flees the armored onslaught. When that force does arrive, it should be used to relentlessly run down the German. A lot of points have probably been lost in Bednost by now, and this is the chance to even the books. Be careful not to let the German slip around your force. If he ever gets into Board 1, you'll never catch him. The best bet is to keep the German force contained to Board 3. There are not too many places there to hide from a tidal wave.

Figure 1. BYELORUSSIA The recon units are afforded maximum protection in the woods and the guns are placed in harm's way.



Conclusion: A successful defense of Bednost will stop the German cold. It will require high skill and excellent luck on the Russian's part. However, if the Russian player is reasonably adept at trapping and eliminating the enemy, then the situation will be well balanced.

The German victory depends heavily upon the first two turns of the game. If things do not go well now, he is in trouble. He must pay very close attention to his losses incurred. Remember, the Russian total is doubled at the end of the game.

Special Note: On Game Turn 1, the German enters the west edge of Board 2, not Board 3. If this condition is not obeyed, play balance will turn steeply against the German player.

Situation #15—VYAZMA

Objectives: This is yet another game of points. Here, however, the Russian attacks a German CP, and it is the German point total which will be doubled at the end.

Forces: The Russian has no lack of punch with six AFVs and nine rifle units. Four cavalry are also provided but, as in most situations in which they appear, these won't see much action. The situation begins mobile, becomes static for a few game turns, then lurches into mobility again. The cavalry just cannot keep up with the pace. Five partisans (the recon units) mounted on wagons make an appearance, one each outside five towns of the Russian player's choice. These units are not to be dismissed lightly. One of these in the right place at the right moment can do some surprising things.

The German begins the game with an engineer and quad at Opustoschenia, along with the CP unit. This is not much for defence, so placement is critical. Two Marders at Bednost might be able to hop to Opustoschenia for reinforcement; and three security formations and a 234/1 await in a town chosen by the German command. All these forces are augmented by a Wespe and other assorted units on Game Turn 1, four StuGs on Turn 2, and ten PZ IVs on Turn 3! While this armor is undeniably strong enough to inflict serious damage in the wide open spaces around Opustoschenia, the German

must get these forces to Board 3 before the Russian withdraws.

Russian Tactics: The Russian has an early chance at a high value unit—the vulnerable German CP. To capitalize on this he must expend all effort to reach Opustoschenia, capture the CP and evacuate the area. Unfortunately, this will take some time, as a full offensive cannot be launched until Turn 3. At least two more turns are needed to load the captured CP. While Russians are doing all this, the Germans are watching their armor gather.

Let me note that you might just be spared all this agony if the German is careless in his setup. He may leave the CP in a hex all by itself. Since the Russian gets to place the partisans after he sets up his units, a partisan can be put two hexes away from the lone CP. The Russians get to move first. Watch your opponent's eyes light up when you CAT the CP at 3-1 odds and get a –1 on the die roll. Of course, the partisan will have to hang on to that CP until help arrives, but putting another partisan into 2T9 will at least keep the Marders off. It's a gamble that just might work.

If the German is wise and sets up properly in Opustoschenia, you'll have to use your heavy stuff. The T-34s can bring rifle units up to hex row T and offload them. The tanks then deploy around the town to prevent evacuation of the CP by the German and to provide firepower for capturing the CP. Direct fire on the CP hex at 2-1 odds can disperse the CP without destroying it. A successful CAT will be much easier if the target hex is already dispersed. Once the CP is captured, the Russian need not load up and move out. A T-34 can reach the south edge of the board in a single game turn, even if the German sets up a blockade.

Whether you get the CP or not, you can't afford to stick around too long at Opustoschenia. Before you know it, the German will be raining death down on you, and you dare not trade units with him. His points are doubled, so your losses are worth twice as many points as his. The Russian must avoid an armored slugging match. Trust to your wit and speed.

German Tactics: If the German player has read the above, he'll know that the worst mistake to make is to leave the CP unguarded in the town. It should be stacked with another unit at 3Q5. A Russian partisan CAT will not even be able to disperse the CP when stacked with the engineer.

The security of the CP is only temporary however, and the town must be reinforced as soon as possible. On initial placement you should have put the three security units and the 234/1 armored car in Grabyosh. All security units should be loaded into trucks. A loaded truck might be lost to any nearby lurking partisan, but it's very important to get units to Opustoschenia. Your Marders should also attempt to reinforce this town as they aren't of much use in Bednost and they can't possibly stop a full-scale Russian retreat through Board 2.

If the German is going to prevent a Russian evacuation of the captured CP, he'll have to do it at Opustoschenia. Once the enemy gets the CP loaded, he'll be impossible to catch. If he does manage to get the CP loaded and away, you must try to destroy it—he doesn't get points until that unit is evacuated. This will certainly prevent him from recapturing it. *[Which brings up an interesting point. What's to prevent the German from destroying his own CP at the beginning of the game by direct fire? This illogical tactic should be outlawed by the players prior to beginning this situation.]*

Anyway, you will receive a Wespe on Game Turn 1, and placing this unit at 1E7 will provide immediate fire support for Opustoschenia. Since your units need some time to get onto Board 3, you must delay and harass the Russian as much as possible. Once there in force, if the Russian has lingered the rest is a "turkey shoot".

Conclusion: The Russian has a slight edge in this situation. He has the strength to take the CP quickly and can hold up in the town until he is ready to leave. However, the German player can win the game if he's perceptive and bold.

Situation #16—POLAND

Objectives: The German must break through the Russian line and exit the opposite side of the mapboard. The Russian must hinder this effort and have his own units on Route 61 by the end of play.

Forces: The panzer leader sees his hour of gory glory in this situation. He has no less than 39 A-class AFVs and five SPA units under his command. This force is further augmented by a Maultier, some light armored cars, two Wirbelwinds and a horde of infantry. An awesome kampfezug ready to deal out destruction.

The Russian defensive line consists of 12 AFVs, 15 powerful infantry guns, two engineers and an abundance of assorted guns and transport. While the infantry units are quite strong, they won't be able to stand up for long to concentrated German fire by H- and M-class weapons. Assuming the German deploys his SPA and 120mm mortars on hilltops, he can rain at least 150 factors of fire on Russian units—at long range! Add to this the firepower of the Maultier and all those AFVs and the numbers become staggering.

Russian Tactics: The Russian, of course, doesn't know where the German will concentrate his attack. This forces him to spread his units out along a defensive line. It also raises a question. Should units be loaded on vehicles in the initial setup?

Well, the German can reach the woods around 1Q10 on the first game turn, and since this area is vital to your defensive position, you must defend it to the death. All units in this area should be unloaded and ready for immediate counterattack. If the German succeeds in breaking through here he will be in an excellent position to cut your forces in half. Such a reduced force will be very susceptible to destruction by overwhelming enemy forces. Units in less easily defended areas should be loaded to allow a slow retreat. When units can no longer block, they should unload and fight.

The Russian defense must rest squarely and solely on Board 1. There are three attackable channels available to the enemy—at Uschas in the north, Hill 126 to the south, and the central road junction around 1Q9. Any other areas are too dense in adverse terrain to allow easy movement. The general area between Hills 127 and 123 is unsuitable for moving trucks, and even many of the tanks; it is too rugged and too easily blocked. The road north of Uschas is a dangerous attack area for the German; one wreck on a swamp road hex and he'll have one massive traffic jam.

In the south, the route between Hills 109 and 126 is very rugged and partially blocked by a swamp. Even along the attack channels, the terrain will be a hindrance. The central area can be satisfactorily defended by filling every woods hex around 1Q10 and 1P9 with infantry and tanks. Placing both SU-152s at 1Q7 would support this defense.

The southern route around Hill 126 is the most difficult to defend for the Russian player. German units can assemble at Adski and race by the Russian along the very edge of the board. To block this hole, the Russian will have to put mobile units in Adski and withdraw as the German advances. In addition, units will be needed to block the south edge row of hexes and substantial firepower will be needed on Hill 126 to support such a blocking attempt.

At this time it would be prudent to assess the total points possible for each side. German armor units are worth two points, and other units one point, if exited. All Russian units are worth two points. Therefore, the German can amass a max-

imum of 165 points and the Russian 148. Note that in order to win, the Russian *must* destroy or delay some German units.

German Tactics: The German player only has one good channel of attack—through Hill 126 in the south. You will have a lot of units to squeeze through the Soviet line, including a fair number of trucks, and this route will offer the least resistance once cleared.

Prime spots for supporting SPA are the hexes 2H7 and 2I7. Once you have some good strong spotters in position on Hill 126, your Germans will be able to clean out the Russians from all those wooded hilltop hexes with overwhelming direct fire. Once Hill 126 is taken, the entire area should be flooded with armor to prevent a possible Russian counterattack.

Most German units should be able to move across Hills 126 and 104 with little trouble. However, some units do have limited mobility and will have a difficult time getting off the mapboard. The JagdTiger, Tiger IIs and Hetzers *might* get off the board, but don't count on them. These units would be better used in an attack on the central sector. You can be sure the Russian will be surprised when these heavy units climb over Hill 109 into his lap. They have the potential to do tremendous damage and will almost certainly shake the Russian's confidence and draw reserves.

Armored cars are also good units for discomforting the Russian player. The way these buzz around, they can fly past a retreating Russian line and block key hexes until the German main force arrives. They can be easily gotten offboard in a turn or two, so they can be used to harass Russian trucks until near the end of the game. For victory purposes, keeping Russian units away from Route 61 at game's end is just as good as destroying them.

Conclusion: Although the German has the advantage, a shrewd Russian player can put a few surprises into the situation. Because both are trying to survive, this situation is usually not as bloody as one would expect given the forces involved. Even so, the German should enjoy the game if he's an "armor nut" since he gets just about every AFV counter in the box.

Situation #17— VISTULA RIVER

Objectives: To win, the German player must move at least 12 units off any one of the three edges of Board 1. Any fewer than this will result in a Russian victory.

Forces: The Russian has enough might here to obliterate the German—22 A-class AFVs, four cavalry, and nine strong infantry units complete with an engineer. This entire mass is pitted against a Maultier, a couple of StuG IIIs, a few armored cars, and four infantry units. Looks can be deceiving, however, and this situation proves that point beyond any question.

German Tactics: The real aces-in-the-hole are those five armored cars. On the first turn they can traverse two-thirds of the entire board. If each of these is loaded with passengers, the German can have ten units off the board before the Russian realizes what has happened.

To ensure victory, deploy the armored cars in a line over the northern part of Hill 135. Putting these units along hex row Q will safeguard a path against blocking the approaching Russian trucks. The slower German units will need such a path to get over the hill before the heavy Russian stuff arrives. Following this procedure will guarantee a German marginal victory during the third turn. Even if the armored cars are not loaded with passengers, there is still a very good chance of the German getting his 12 units exited without serious opposition.

Russian Tactics: Things look pretty hopeless for the Russian player. His cavalry won't even catch up to the German until Game Turn 3. Ditto for all those armor and infantry units entering on the second turn. By that time, most of the German's units will be departing the map, assuming he has not made several grievous blunders during his movement. Otherwise, the Russian will be reduced in this situation to eating dust. The only thing I can suggest you try is to block crucial hexes with your recon units and trucks. Every effort must be made to delay the German progress until your forces arrive on the scene. Unfortunately, these efforts are bound to be pretty feeble.

Conclusion: If the German takes any interest in playing this situation, he can't lose. To balance the game, I would suggest giving the Russian five recons, four trucks, and one halftrack for the forces which enters the south edge on Game Turn 1. In addition, these units should be allowed to enter Board 1 instead of Board 3. These simple steps will add considerably to the Russians's chances of victory and can turn this situation into a dynamite confrontation.

Situation #18—COMBINED RUSSIAN OFFENSIVE

Objectives: The Russian must hammer through a German defensive line and get off the board. The German objective is twofold—hold the Russian back and shoot him up, where possible.

Forces: The Russian force is formidable with 25 AFVs, 17 Guards and three SMG units. The catch is that the force is split up among all three boards, with units forbidden to cross to the other boards. The German labors under no such constraint; he has nine assault guns and tank destroyers available, but unfortunately no SPA. While it may be necessary to use A-class weapons against infantry, they were never designed for that purpose. The only effective weapon the German player can use against the Russian Guards is infantry. An engineer unit (three are thankfully provided) can give the German local parity in a battle with Russian infantry.

German Tactics: The German player must block the enemy advance—and yet should engage in combat only when necessary. If you lose units early, you won't have anything to defend with later. However, delay is only possible for so long, and then you must make a final game-winning stand.

While the Russians can attack on all three boards, they will have to concentrate on specific areas to gain any headway against your mobile defense. Board 1 is not a good region for his main effort because it is dense in slopes and gullies and is therefore relatively easy to defend. Board 2 is porous but can be defended in some depth. Board 3 poses some tricky defense problems, but most of these can be solved by employing the optional fire rules.

The German placement will naturally depend upon what the Russian does. You are aided by the special rule which limits Russian units to the boards to which they are initially committed. This not only limits Russian flexibility, but also allows one to guess where his major effort will be. Once this area is determined, units can be employed in the defensive terrain accordingly.

Each board has its own terrain and, hence, its own special defensive character and problems. For instance, Board 1 is heavily wooded in many parts and can be blocked throughout by six hexes in the center or by as little as three hexes in the western area. Such a defensive position would have plenty of cover for retreating a hex or two at a time and resisting all the length of the board.

Board 2 must be fortified carefully. The woods on the western part of the plateau should be held for

as long as reasonably possible without sacrificing units. The Russian will try to sneak around these woods, so a heavy A-class unit (such as the Nashorn) should be placed on hex 217 to discourage such a move. The woods all along the hex rows L, M and N should be occupied to prevent them from becoming stepping stones for the Russian; once you lose control of the woods at hex 205, the gullies can be attacked from the hilltop. The gullies are your primary means of blocking an advance.

A rules explanation may be necessary here. The rules state that ford hexes are treated as clear terrain for all purposes and cannot be permanently blocked. For instance, a wreck in 2K4 will negate the road in that hex, but will in no way affect the use of the ford. However, all is not lost for the German. The rules also state that overrun attacks may not be made against units on wrecks. Two infantry units on a wreck at 2K4 can probably hold out for quite a while. Even so, the German shouldn't throw away units. Infantry units placed out in the open will often be stuck there without retreat.

The Russian is much more mobile than the German forces, so you'd better be careful where defense lines are drawn. One key to successful defense here is to deny the Russian units any hiding places. The only choices open to him then will be to run for the edge or to surround wooded areas and take them over. Either case allows you to pick at him with opportunity fire.

Board 3 does not offer much for a defense in depth. In fact, the German has only the line defending along the length of the gully. The woods to the west of the pond should be heavily stocked with Germans, as should the towns of Zabvenia and Opustochenia because of their strategic positions. Remember, Russian infantry can be dispersed or destroyed while being transported—and the only route for attack on Board 3 is right down the middle.

Russian Tactics: The Russian player first faces the difficult task of deciding where to attack, knowing that the German will analyze your deployment and set up accordingly. Once your units are placed, they are stuck on their respective boards for the duration. Optional rules will also have a great influence on where you choose to launch your attack. The opportunity fire rule won't greatly affect your strategy on Board 1, but will turn Board 3 into a "suicide alley".

Board 2 offers as good an approach as any. The west woods of the plateau can be easily taken by Russian infantry and provide a superior forward position for setting up howitzers and mortars. It's also a good place from which to launch tanks against Hill 129 and Golod.

Support positions must also be carefully considered. Hill 135 can be extensively used for supporting fire units for Boards 1 and 3, but offers only limited support for Board 2 advances. Good spots for supporting fire units are 1Q7 and 1V10.

Conclusion: The Russian player has a number of exacting choices as to where and how to attack, and as a result this situation can vary greatly, from game to game. The problem of unit boundaries is exemplified here, as large masses of units are unavailable for making a unified, pinpoint attack. The situation is well balanced for this reason and is one of the best scenarios for *PANZERBLITZ* experts.

Situation #19—MINIGAMES

Minigames, when balanced, provide an excellent test of players' tactical skills. Because so few units are involved, greater emphasis is placed on the individual pieces in play. Units that we rarely think of in a normal situation take on a special importance here. A low caliber infantry gun or mortar becomes a valuable weapon. A halftrack can turn defeat into

victory. Even a humble little wagon can play a major role in the game's outcome. If you've never played a minigame, give these a try. It will be an excellent change of pace and polish your skills in the fire of competition.

Situation #19-A— THE CONVOY

Objectives: The German player must get all five of his trucks off the hex row GG at the opposite end of the mapboard. The Russian player must destroy at least one of these trucks to win. If less than five German trucks get off the board but the Russian has failed to destroy any by the conclusion of play, the result is a draw.

Forces: The armor enthusiast will find something missing in this one. The toughest piece of armor in play is a Lynx. If that's not surprising enough in a game of *PANZERBLITZ*, the Russian for once has the direct fire advantage over the German. This time the Russian gets to sit back on a hill and plink away with impunity at loaded German vehicles.

Actually, the Russian may not get a chance to deploy the twin 82mm mortars on a hilltop. They will more likely be used to aid the four recon and associated wagons in blocking. The Russian player will have to spread his units thin because all swamp hexes are considered to be frozen over. He also lacks what the German force enjoys—mobility. This simple fact may prove decisive if the German moves against a remote area of the defensive line. Wagons aren't much good for transportation in dense gully regions.

The German's Lynx and two halftracks will get him just about anywhere he wants to go. In addition, the German enjoys the ability to overrun with these units. The A-class gun mounted on the Lynx will be useful for attacking units in *Uschas* but will be woefully inadequate against Russian recon units hiding in the woods. The five German trucks do not enter the situation as combatants. Rather they are the precious cargo carriers which must be carefully protected lest the sly Russian destroy one lousy truck and thus win the game.

Russian Tactics: The initial tactic must be one of continual delay and withdrawal. The German advance can be effectively blocked for three turns with your wagons alone. Figure 2 shows where these four units can be placed and used for maximum effect.

Once the enemy gets down around hex row Z, the Russian can expect a hard time of it. However, if things have been done right, the Germans won't be in striking position until Game Turn 4 or 5. The area between Hills 127 and 123 is pretty rough terrain for moving trucks and, consequently, requires a minimum of guarding. A recon each in AA1 and BB3 should be sufficient for securing that sector. Hexes CC6 and CC7 offer excellent positions for the mortars; from here they can be used to force loaded German units into cover or can serve as auxiliary blocking units in the line.

The gullies around *Uschas* retain their normal characteristics even though the swamp hexes are frozen. The Russian can build his most effective defense along these gullies, and the German's success at penetrating this line will often determine the game's outcome.

German Tactics: The German must get his trucks off the board, but he must have complete and undisputed control of the exit route before he does so. The first concern is simply getting units to the Russian force. He will probably try to delay you, but you must attempt to move around his units, cutting off their retreat when possible. His units can't block your progress if they are behind you.

When it's time to attack, the best bet would be to concentrate all direct fire against a single hex. If a hole is opened and your trucks can get through and

leave the mapboard in one turn, then by all means send them through the breach. However, be very leery if you must hide the trucks in the woods along hex row FF. Such units can be surrounded and trapped even by wagons. Needless to say, a subsequent CAT by a recon would prove disastrous.

Conclusion: The situation is balanced in spite of the seeming inadequacy of forces. A good Russian delaying action during the first few turns will help offset his numerical deficiency.

Situation #19-B— THE CROSSROADS

Objectives: Whoever occupies at least two of the three hexes of Bednost at the end of the game wins.

Forces: The Russian has a powerful assault force of three SMG units. Direct fire capability against the town is provided by a 45mm AT gun and an 82mm mortar. Five trucks complete the Russian OB and give him complete mobility to surmount the plateau and position himself.

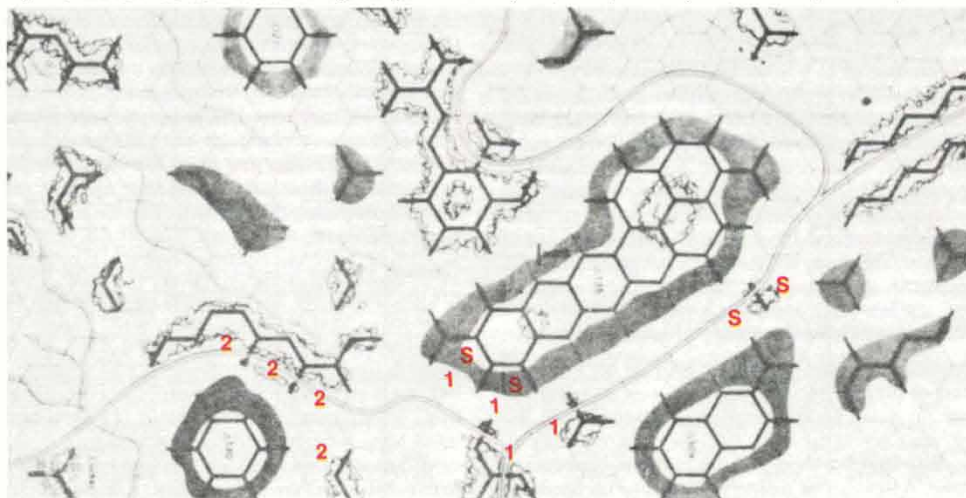
The German has a comparatively weak force, but advantages from deployment in the town will partly make up for this. His force consists of a rifle unit, two SMGs, an 81mm mortar, a 75mm infantry gun and four wagons. The wagons will be useful only for occupying hexes as the German should never want to evacuate Bednost. The mortar and infantry gun defense factors will help in defending the town and may prove useful against the Russian guns.

German Tactics: The Russian must not be allowed to gain a foothold in Bednost or the adjacent woods. If he does, he'll get that defensive +1 die roll modifier—and that would greatly hurt your counterstrike efforts.

All German units can move with the exception of the infantry gun, and this may prove critical. Because of the stacking limit this unit may take up vital space in a hex where an infantry unit is desperately needed. Therefore, 2V6 is a good spot for this unit. The four wagons should be placed in the woods adjacent to Bednost, and the rest should go in the town. As close assault will normally be your best method of counterattacking, the infantry units in the town should be free to move about to obtain the best odds. Lower odds attacks against several units should be used only when there is no chance of a straight kill on a single enemy unit. The Russian will have plenty of time to attack, so dispersals will not help you as much as kills.

Russian Tactics: While the Russian has the superior force, you must be careful not to lose units in piecemeal combat. The loss of one SMG will give the German parity in force and the advantage of terrain.

Figure 2, THE CONVOY Hexes for Russian wagon setup are indicated by "S", Turn 1 positions by "1", and Turn 2 placement by "2".



The SMGs should quickly prepare for an attack. Unloading these units on 2S5 and 2S6 will put them in a good pre-strike position and prevent them from undergoing an immediate CAT by German infantry in Bednost. The SMGs can then CAT Bednost on the following turn. The mortar can be unloaded in 2R5 for direct fire support, but the AT gun should remain loaded. At close range this gun's attack factor is doubled against the town; unfortunately, "close" means that the gun must be adjacent to the target. The unit can be protected somewhat by unloading it in the same hex with an SMG during the initial Russian CAT. Though the unit is still vulnerable to direct fire, the benefits of the increased effectiveness outweigh the risks. If the gun were placed in the woods with the mortar, the two would total ten attack factors. With such firepower, you'd probably only be able to muster 1-2 odds with the +1 die roll modifier. However, with the AT gun at close range, you can often get 1-1 odds; and putting the gun at 2T6 would allow you to choose the weaker of the adjacent target hexes. Once a hex is dispersed by direct fire, it will be enormously vulnerable to CAT attack—this is the tactic which must be used to achieve a quick victory.

The biggest Russian disadvantage is that once you CAT and wipe out a hex, your turn is over. The German can move more units into that hex (including wagons), and set up another defense. Sometimes these units can be wiped out by direct fire, thus allowing the SMGs to enter the town. Otherwise, the Russian will have to obliterate every German unit.

Conclusion: This situation can go either way, even though the Russian has a slight advantage. It is a slugging match in miniature scale with units undergoing continual dispersal on both sides. This is a quick and exciting minigame.

Situation #19-C—THE PROBE

Objectives: The Russian must get his units off the far end of the board, while the German must delay or destroy them. Any Russian units still on the board by game's end are considered destroyed for victory purposes.

Forces: The units involved are typical of the minigame approach. The Russian player has four recon units with trucks, a halftrack and a 45mm AT gun. The German player gets three rifle units, four halftracks, an 81mm mortar and that lovable Lynx. He also gets the largest, most powerful gun to appear in any of the minigames—a 75mm AT gun. The gun won't see much action though, as the Russian is sure to stay away from the thing.

The Russian has transport, but only one of these units can overrun. The rest of the transport units are susceptible to surrounding and entrapment by

enemy infantry and trucks. The Russian AT gun, while appearing innocuous, is actually an important unit. It should be used with care, as you will soon see.

Russian Tactics: The Russian placement in Grabyosh should have all infantry loaded and the AT gun unloaded in 3D5. If every one of your units were loaded, the German could easily surround the town. Your halftrack can only overrun unarmored units, and the enemy will surely put his weak units in 3B6 and 3C6 to prevent such an attack. His units can be arranged so that your only possible overrun would be at minimum odds against a rifle unit. This attack cannot give you a kill and open a hole, even if a "1" were rolled. Because you will not be able to unload two trucks due to stacking limitations, you will surely lose them and their passengers to the German. Leaving the AT gun loaded will let you blast a German unit if you're surrounded and provide an outlet for all your units.

Once you get going, you'll have to move in leaps—from Grabyosh to Opustoschenia to the gully to the woods and thence off row GG. It will be no joy ride, because the trucks just don't have good cross-country mobility. However, you've one trick up your sleeve; your last trick is that you get the final move in the game.

German Tactics: Because the Russian has no units which can overrun your halftracks, you can use these as blocking units out in the open with impunity. Hex row H would make an ideal blocking line for a turn. When the Russian meets this line, he'll have to unload his recon units and prepare to CAT. At this time you simply withdraw to Opustoschenia. When this town becomes threatened, your units withdraw further to the large gully. By this time, the Russian should be nearing his last turn. If he manages to get past the large gully, use your units to block roads and board exit hexes. His trucks probably won't be able to handle all those non-road hexes.

Conclusion: The Russian usually gets fried in this one. If all his trucks were halftracks instead, he'd stand a little better chance of winning (try it). As it stands, the trucks' poor cross-country mobility and lack of firepower make the Russian force too slow and vulnerable.

Situation #20— SCREENING ACTION

Objectives: The Russian's task is to get his units off the mapboard. The German must delay the Russian and eliminate his units when possible.

Forces: The main Russian spearhead consists of eight A-class AFs and six SMG units. With the mobility of the T-34s and SU-85s, he has the ability to outflank carelessly deployed German positions. While the Russian has some towed AT guns and other assorted equipment, he probably won't find much use for them in a delaying situation such as this. By the time they are unloaded, the German will be long gone.

The German force is well balanced and every unit has something to offer to the defense. The 88mm has the range and firepower to provide support to any blocking effort, but this unit must be protected. Stick around in one place too often and the "88" will find Russian SMGs on his doorstep.

German Tactics: The German must use basic blocking methods at every opportunity. Every woods or town hex should be occupied to deny territory to the Russian when he's near. Once he gets his foot into a clump of trees or a few buildings, his strength will force you to abandon that position.

The second consideration here is fire support. When Russian units move up to scare you out of a position, you need some firepower around to make him pay for it. The unloaded "88" should be placed in hex 1Q7 with a halftrack. This will provide

crucial fire support for the opening moves and will most likely force the Russian to unload his SMGs from tanks on the opening assault.

The trick is to constantly block, then retreat a hex or two. However, the German force must remain cohesive in order to counter Russian flanking maneuvers. The mobility of the armored cars should not be ignored, as they can range far ahead of the German force and fall back when outflanked. These can also penetrate the Russian line and harass all those trucks in the rear areas.

The initial German deployment can take full advantage of the terrain around Hill 130. Figure 3 shows the placement which provides effective blocking and intimidation against Russian assault forces. Putting units at 1W6 and 1T3 will cover or spot any hiding places the Russian may use in this area on Game Turn 1. Due to the rough terrain here, blocking should be left to highly mobile units such as halftracks or armored cars. Once the initial German defensive line is weakened or penetrated, a second line can be established in the wooded area and north of Hill 135. A third line of defense can be set up in the woods east of Hill 104. Blocking units in the gullies will be safe until the enemy gets his guns onto the west part of Hill 135. Board 1 is the least porous and therefore the easiest to defend. Board 2 is less easily defended by virtue of its wide open spaces and isolated towns.

As the German retreats from position to position, he must remember to keep his units more or less in one mass. A higher concentration of units means that more holes can be plugged. If the Russian leaks through your line and blocks your retreat, the results will be catastrophic. The best "block remover" the Russian player has available is infantry loaded onto tanks. This tactic can be countered by having sufficient firepower and spotters available to force the Russian to unload the SMGs. Lots of time will be lost in constantly reloading them. Without infantry to threaten by spotting or CAT, the Russian tanks will have to crawl along as the German retreats one hex per turn.

Finally, German units should avoid all combat except that which will ensure a kill. A dispersed German unit this turn will be annihilated next turn.

Russian Tactics: While the Russian's objective is to get units off the board, he can win the game by destroying more units than he loses. However, the enemy is not likely to let you outflank him or push him into a major battle. What's more, units sent ahead to engage the fleeing German may find themselves caught at their own game and destroyed. Consequently, getting units off the map should remain the prime objective.

The initial Russian setup should be such that tanks loaded with infantry can advance in either northern or southern channels. The German will set up his forces after you, so you must not tip your hand as to where you plan to strike. Hexes AA4, AA5, Z3 and Z6 are excellent starting points. The southern woods will likely be lightly defended, and conquering this area will force a German mass evacuation of the woods around Hill 130. Hexes 1U6 and 1U7 are good hexes to occupy as they are immune to fire from the German "88" at 1Q7. If the southern area doesn't crack, the Russians will be forced to attack Hill 130—an unpleasant possibility. Infantry and tanks will be needed on the slopes, and supporting fire should be planned just in case the enemy stays to fight. As soon as an opening develops, some tanks should be sent through. This will foil further German attempts to form an unbreachable line. While your trucks are picking up the SMGs, your armor must begin another offensive. Constant pressure must be put on the enemy to prevent him from solidifying his defense. Tanks might be able to dent a good defense, but it will usually be the SMGs that break it. However, the Russian must show some restraint when an opening

develops. Push all your tanks through and you'll have them in one area and your trucks in another—with the German in between. The lesson is to keep your defense as up to speed as your offense. Stretch your forces too thin and the German will mop up.

Conclusion: The Russian has a long way to go in 12 turns. However, he gets a point for destroyed German units and often wins this way. If the German retreats effectively, he can stop the Russian by the end of the game without losing units. This situation is a study in mobility and delaying, similar to Situation #6.

Situation #21—MAGNUSZEW

Objectives: The Russian task is to destroy German units and possibly clear Bednost and Opustoschenia. The German must defend these two towns and destroy Russians in the process.

Forces: Both sides are provided with abundant armor and infantry. The Russian has no less than 24 AFVs, while nine rifle, four SMG and an engineer unit provide the main punch. Long range fire is limited to two 120mm mortars, but six AT guns and four mortars supplement the direct fire capability. Seventeen trucks and six halftracks will move all this hardware around.

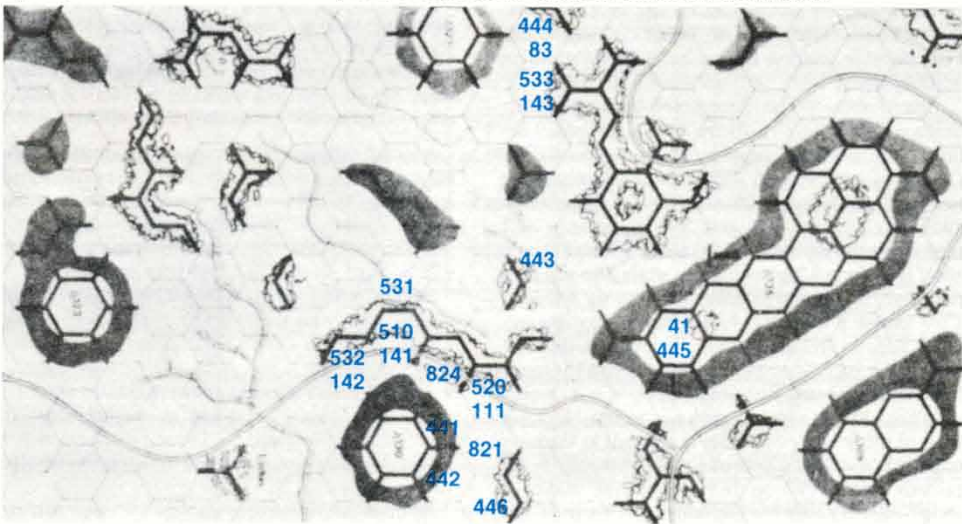
The German lineup includes 16 AFVs and four long-range SPAs. Plenty of transport is provided for his 15 rifle units and three SMG units, while the usual myriad of lighter weapons completes the German force. This is the perfect balance of force for this free-for-all.

German Tactics: In the face of an overwhelming Russian onslaught, the German player's task is not an easy one. The first consideration will be for placement of the SPAs. The woods on Hill 132 would be optimum for defense of Bednost. Hex 217 will allow a little support for Bednost, but is most useful for protecting Opustoschenia. The latter is pretty far off the beaten path for the Russian, however, and is often ignored. It is not likely he will abandon all those trucks and halftracks on Board 1. Besides, you will have plenty of time to prepare if he decides to move onto Board 3.

Bednost should be heavily garrisoned with tanks, with infantry in the adjacent woods. If your armor is driven from the town or is destroyed, you'll want plenty of mass to fill up the spaces. A good place for the Maultier is in the plateau woods along hex row R. Considering its comparatively short range for an H-class weapon, it will be highly effective against enemy infantry or armor on Hill 135.

Because there will be ample warning of an attack on Opustoschenia, an occupation force of halftracks and a few infantry should suffice there.

Figure 3, SCREENING ACTION This German placement will provide stiff resistance to northern and southern attack.



The bulk of your force should be used to defend Bednost and surrounding areas.

It may not be a bad idea to be prepared to launch a counterattack. The Russian may get so engrossed in attacking that he may forget about all those weaker units he has left behind. A few tanks can do a lot of damage when backed by the SPAs.

Russian Tactics: Even though the Russian has a powerful force at his command, he must be careful in execution of his game plan. The German will certainly be concealed and will get the first shot. Small groups of units will be quickly shot up and your force can be left greatly weakened. If Bednost is to be taken, it must be in a massive and violent and overwhelming assault.

Tanks with infantry should be placed all around the hilltop, then the infantry unloaded. Placing one tank and one infantry unit each in a large number of hilltop hexes will help minimize your initial losses. You will certainly lose some tanks to direct fire, but those infantry units are "tough cookies". Remember also that units on wrecks cannot be overrun. Such deployment will allow you the most effective tactic in the game for taking town positions—direct fire followed by CAT. If your tanks succeed in wiping out a town hex, the infantry can move in and attack adjacent hexes.

Hill 135 offers positions for fire support against Bednost. Hex 1Q7 just happens to be ten hexes away from 2U5 in Bednost, allowing 120mm mortars to hit the town hex with full attack strength.

If massive assaults on fortified positions are not your thing, then you might consider attacking Opustoschenia. The German may not expect you to attack there, making an attack doubly effective. There are three areas of woods lying in a line between Hills 129 and 107. Tanks in these woods will be able to reach either Opustoschenia or Bednost in one turn, causing the German to reinforce both towns. Then, take your pick of the weakest.

There is even an alternative to attacking either town. You can just sit tight and jab whenever an opportunity presents itself. You won't really have a bloodbath this way, but it is a viable choice.

Conclusion: The situation is delicately balanced, as the Russian has the numerical advantage which is offset somewhat by the German's terrain advantage. This scenario is in the same great tradition as the battles of Kiev (Situation #7) and Kursk (Situation #10).

Situation #22—TARNET

Objectives: The Russian player has his choice. He can clear the German out of all three hexes of

Bednost or he can leave an uninverted Russian unit for one game turn on each of the roads running west from Bednost. The German must prevent the Russian from completing either of these objectives.

Forces: Both forces contain large numbers of infantry units—nine rifle and six SMG for the Russian and 18 rifle, supported by six SMG and three engineers for the German. The German infantry has a total of some 99 attack and 210 defense factors, plus the benefits of the engineers; the Russian has 102 attack and 228 defense factors. Here, however, the parity ends. The Russian player has twice the strength of his enemy in unarmored guns and five times the strength in armor.

The Russian also receives plenty of transport, and he'll need it. There is a noticeable lack of German transport, but he should not need to move units *en masse*. Any large-scale movement would cost the German more time than he could afford.

German Tactics: Infantry is the German player's most abundant resource, and it should be stacked so as to optimize its efficiency. I would suggest deploying them in six stacks, each of one SMG and two rifle units (with engineers substituted for the SMGs in three stacks). Such an arrangement results in well-balanced stacks which can survive Russian CATs while providing added protection for the engineers.

The areas which must be defended are Bednost and the road which enters the map at 2GG8. The road at 2GG3 is far too open and unprotected to successfully defend. Since the Russian needs to sever both roads to satisfy the victory condition, it is best to concentrate units on the more easily defended road. An excellent strategy would see placement of one engineer stack each in 2V7, 2AA9 and 2EE8. Three of the SMG stacks should be placed in Bednost or adjacent woods and the remaining three on the road near the engineer units. I might add here that it is often advantageous to break up these stacks to occupy certain hexes and deny them to the enemy; such a tactic can be used in preventing the Russians from surrounding a single German infantry stack. In addition, the local situation may demand that stacks be restructured to provide more defensive or offensive factors. However, the stacks I described are well-balanced in both the attack and the defense and should be used in the initial setup.

When engineers are used in a CAT, the bonus is better utilized in the higher odds attacks. This allows more attacking units to benefit from the engineer bonus and greatly increases the chances of a kill.

The trucks and wagons can serve dual purposes, blocking early in the game and transporting units later on. It is essential to hinder the Russian efforts to reach Bednost, as he will be tough to handle when he gets there. They should block for a turn or two, then take up places with the other German units. They may be needed to transport a few guns or infantry units.

Placement of the unarmored guns is worth much consideration, as there aren't any positions that will allow dual support of the length of the GG8 road and Bednost. The woods just east of the town are good for positioning the 75mm infantry guns. If placed on 2O5 and 2Q4, these units will slow down the Russian a little. Hex 2W7 would be a good spot for a 120mm mortar, while 2R6 is a fine place for the 150mm infantry gun and an AT gun. The German player must remember not to place too many guns in and adjacent to Bednost, as this will prevent his infantry from moving around the town to meet threatening Russian forces.

Those 81mm mortars make excellent blocking units in the woods, especially the woods at the west edge of Board 2. An unbroken line of woods hexes extends from 2FF3 to 2FF8. This line makes a secure retreat route for German units on the GG3 road. It also makes a good channel for Russian

attack, so it would be a reasonable idea to put some mobile units in the area for blocking and transportation.

It doesn't take the Russian player long to re-orient his strategy and change his objective. Just because he is concentrating on Bednost, don't bring in lots of units from the road. It only takes one turn and two units to get on the roads and nullify all his efforts.

Russian Tactics: The tactic to be used here is simple—pick your objective and concentrate everything on it. Your target should be chosen based on the German defense, but generally it is easier to cut the two power lines than to clear Bednost. If the Russian can place tanks and infantry on every available road hex, and can do this all in one turn—he stands a very good chance of winning. The German will never be able to get all those units off at once.

If Bednost is chosen as the target of your activity, it will be necessary to drop infantry into the woods on the east plateau area. Once the German is driven out of these woods, the Russian tanks should set up along hex row R. With infantry to spot and for the follow-up CAT, the tanks will simply blow the defense to bits.

The German can be expected to delay your advance. You should hold off your attack until most of your units get around the blocks and are available to participate in the major assault. Launching probes will often result in some chewed-up Russian units. This is inevitable. Instead, wait until you can inundate the German line and overburden his forces.

Conclusion: The Russian is the decided favorite. The German just doesn't have too much to counter all that Soviet armor. In addition, the Russian player can concentrate his forces in a small area, but the German must guard Bednost and at least one road. The situation would be better balanced if the German had a few Panthers or PZ IVs. Without added armor, the German will have a rough time.

Situation #23—DERBERCEN

Objectives: The Russian must clear all German units from a corridor three hexes wide from east to west. The German must establish a similar corridor from north to south. Routes must be held by the end of the game. A real dogfight.

Forces: Both forces are very well-balanced, with the German perhaps having an edge in armor and the Russian having a decided advantage in infantry. The Russian CAT ability cannot be adequately countered by the German infantry alone, but three Wespes in the German OB help balance things out. Both sides are supplied with large numbers of transport units; such units are often sacrificed in situations such as this one where unit losses do not count for points. However, these units can fill a lot of hexes and often end up invading the enemy's three-hex corridor in a wave. Such a tactic is usually reserved as an end-game, last-ditch effort.

German Tactics: The German does indeed have the easier victory condition. His best opportunity for achieving this objective is provided on Board 3. Put armor in all three towns on this board and put fire support in 1Q7 and Opostoschenia, and the Russian will be hard pressed to block your corridor.

In order to prevent the Russian from achieving his corridor, you should plan to fight and harass him on Boards 1 and 2, but concentrate your main effort on Board 3. It is here where he will be most vulnerable. You may also want to occupy positions which the enemy could use as staging areas for attacks against Board 3. These positions include Adski, Uschas, Golod and the woods in the south of Board 3.

The most vulnerable sections of your corridor will be the very edges in the north and south. Since

you may not always be able to overrun large masses of Russian units, you should commit your SPA and mortars to defense of your corridor. The German must be able to concentrate a lot of direct fire on the enemy, especially near the end of the game. At that time, he can be expected to dump a lot of units into your corridor as a last ditch effort to foil your victory.

You should not have any trouble in preventing a Russian victory because you will get the last move. Any units, even transports, can move into his corridor. The Russian does not have enough units to occupy every single hex in his corridor, and this is what makes him so susceptible to defeat.

Russian Tactics: The Russian player must use his infantry to occupy the vital positions. The armor, while plentiful, can be dealt with by the German armor with ease and doesn't have the strength to stand alone. It is best used in support of the infantry.

Initially, the Russian must concentrate on getting his units to the enemy. If the German masses his diverse units, you will be hard pressed to harm him. If he divides his forces among the boards, this will be your opportunity to establish and maintain your own corridor. There are only a few areas across which your corridor is even feasible. The least vulnerable extends across the northern edge of the board from Hill 126 through Adski, Grabyosh and Golod. The other area would be south through Uschas, Zabvenia and south of Hill 132. The gully from Zabvenia to Uschas would make an excellent line for defending the south of Board 3, but is vulnerable to long range fire by the Wespes.

Inevitably, the German corridor will cross yours and the intersection point will become a hotspot. The ensuing battles will determine who will win the game. These hotspots tend to be town and wood hexes. Clearing the enemy out of a town will not be easy, but you have plenty of infantry for CAT and spotting and plenty of armor for blasting. Because the defensive lines are relatively static, the cavalry will get to see some real action. Their CAT strength is unmatched and, although defensively weak by Russian standards, they will survive CAT attacks when stocked with guard units.

Because the German has the last turn, the Russian must be in undisputed control of all areas of his corridor on his last move. And he must be ready for the final German attack. This is the only hope for victory you have.

Conclusion: The best the Russian player can do is a draw, unless his opponent is new at the game. The factor which is so unbalancing in this situation is the German last move. With it he can put any unit in the Russian corridor with impunity. Even if the Russian has complete control of his corridor, the German can concentrate fire and open up a hole. One enemy unit in the corridor will negate it for victory purposes. While the German is susceptible to the same tactic, he will have one turn left to eliminate the invading units.

To balance the situation, I would suggest changing the Russian victory conditions to establishing a three-hex wide corridor in the same direction as the German corridor—north to south. To offset the Russian infantry, I would give the German two more engineers, three more SMG units and six additional rifle units.

Situation #24—BALAKAVA

Objectives: Essentially, the Russian must get units onto the hilltop hexes of Hills 129 and 132. The German objective is identical, but the German units count for five points while each Russian unit counts for one point each.

Forces: The Russian has a balanced force and is wanting for nothing. He has plenty of tanks, some assault guns, lots of infantry, and more than adequate transport.

The German has lots of infantry and guns too, but is in desperate need of transport. Those wagons barely qualify as transport, but can be very valuable if used properly. Other German transport amounts to one truck, two Hetzers and a JagdTiger. The German force is supplemented by eight mines and eight fortifications. These units are best used in delaying the Russian advance rather than in defending Board 2.

German Tactics: The lack of transport presents a problem. The objective is to get units onto the tops of Hills 129 and 132, but there is precious little transport for moving units from the other two boards.

The Hetzers should be loaded and placed in 3R7. They will just be able to reach cover on Hill 132. The truck should be loaded and placed likewise. It has enough movement factors to reach the hill, unload, and get back to Opustoschenia for another passenger. The wagons, because they are so slow, will have to move with much more stealth. Loaded wagons in 3Z3 will be able to move into cover every turn and reach Hill 132 by Turn 3.

While units on both Hills 129 and 132 count for points, the German should concentrate his units on Hill 132. Hill 129 will be hard to defend and will only offer a maximum of twelve points to the Russian.

The German will need maximum time to shuttle units from Board 3 onto Hill 132, and this will necessitate delaying the Russian. Figure 4 shows a setup which is intended to delay the enemy and prevent him from cutting off the evacuation effort at Opustoschenia. The forts in Opustoschenia will allow more units to be concentrated in the town—three units over and three units under each fort. This will not only aid the evacuation effort but will provide more strength for covering the central area. The remaining forts can be used to house 75mm infantry guns or other such units for use against loaded passengers.

Units on Hill 132 should be spread out to deny the Russian any concealed positions. If he does get a foothold on the hill, your units will be best protected if they stick to Bednost and the adjoining woods.

Russian Tactics: While the Russian's mission is to get units onto the hilltops of Board 2, you will most likely have to destroy many German units to win the game. Even if the Russian gets every one of his units onto those hilltops, the German can still win with only 15 units on those hilltops.

The name of the game is speed. The Russian force can eventually defeat the German, but the game is only 12 turns long. The T-34s and SU-85s should be loaded with SMGs and guards and sent along to Hill 132. Positions must be established there before the German Fusilier Company is greatly reinforced.

The long range howitzers and mortars won't see much action in the beginning stages of the game. Hill 135 doesn't offer good positions for

fire support because of the ranges involved, but units on Hill 129 will be well within range of the woods north of Bednost to offer useful support.

Once the Russian establishes a firm position on the plateau, he should try to push the German off the hilltop. Otherwise, you won't be able to get enough units onto the hilltops to win.

Conclusion: The play of this situation varies considerably. The German setup will channel the Russian advance and may delay it, and the Russian can react in several different ways. If the German player is courageous and careful, this situation will be fairly well-balanced.

Situation #25—MADONA

Objective: The Russian's primary mission is to get his units off the west edge of the mapboard. The German must prevent this and destroy enemy units in the process.

Forces: Both forces possess reasonable amounts of armor, infantry and transport. The German has a distinct advantage in AFVs and the Russian has that inescapable infantry edge. Those two engineers, combined with nine rifle and six SMG units, make one powerful wallbreaker. The Russian also has some heavy mortars and howitzers. The German can counter with some 16 rifle and four SMG units, plus lots of armor and two SPAs; but it is only a matter of time before the Russian breaks a hole in the defensive line.

The Russian has plenty of transport, but it won't be of any real use until the infantry and heavy guns have done their job and can be loaded. When this loading occurs, the German armored cars can be valuable for harassing and delaying.

The German can well use every unit he is given, but the same cannot be said of the Russian. He is cursed with a lot of "pop-guns"—45s, 76.2s, and 82s—which can be of little help. These units aren't worth much in a mobile offensive because they take more time to use and reload than they are worth. Of course, if the German can be subdued, then any units which can get off the board will have earned their keep to the tune of two points apiece.

German Tactics: The German effort must be to delay the Russian and prevent a massive breakthrough. If the Russian puts extreme pressure on a point in the defense, you should back off a little.

The Russian will need his infantry to punch through your lines and they can't move very far on foot. If the line falls back, it will take time for the enemy infantry to move up and re-engage your units. If the pressure continues, you must stiffen up and prepare for a hard fight. You cannot afford to let him bend you too far or smash through your line.

It would be a good idea to occupy all the woods hexes in the defensive line with infantry, then cover the open ground around them with fire from AFVs and SPAs. This will allow you to take a toll on the Russian when he first assaults your defense. Your

armored cars can prove valuable on the opening move, as their movement factors will allow them to just reach some key positions on Board 1. Hexes 1P9 and 1Q7 are important positions to be occupied, and a unit on 1FF5 can later block the swamp road south of Uschas on Turn 2.

Board 1 will invariably be the site of the German defensive line. The terrain in the southern half of this board is easily defended because of the high density of gullies, woods and slopes. The central or northern areas will look much more promising to the Russian. Unfortunately, you don't have any units which can reach 1Q9 on Turn 1, so the Russian will be the first to occupy the woods there. Hexes 1P7 and 1Q7 make good spots for your SPA, but the proximity of the Russian in 1Q9 may jeopardize your bid for these hexes. One thing you can do is place lots of Panthers and SPAs on the road between Hills 109 and 135. From there your units should be able to deal with Russian CATs against 1Q7.

In the north, the A hex row will be the hardest channel to block. Control of all woods hexes on Hill 126 will help strengthen the position, but you'll need lots of additional units to block and cover the north edge. The presence of Hill 104 will help prevent a Russian breakthrough. If you have deployed properly and occupied all wood and road hexes around the hills, any Russian unit will need two turns to get by both hills. If you have had the foresight to put an "88" on Hill 126, you can really make things hot for him. Putting units in the woods and towns of Board 3 will give him problems if he does get by Hill 104.

Keep firmly in mind that the enemy can afford to sacrifice a few units. He receives two points for each one off the board, but only loses one for each of his units destroyed.

Russian Tactics: The Russian player is at a distinct disadvantage in armor, but can control where the battles will take place. The best weapons for breaking the German will be infantry backed by H- and M-class fire. There are enough infantry units to overburden the German defenses, and the AFVs can provide fire against spotted enemy armor.

Because the German enters the board on Turn 1, his defense is not ready and waiting when the game begins. There are important positions which your forces can reach before his. The woods around 1Q9 will be vital for an attack on Hill 135, and some SMGs and an engineer should be placed there. Mortar and howitzer units on 2P5 and 2Q4 can provide excellent support for an assault on the central sector. To the north, hex row A is almost a classic route for breaking through a tough Board 1 defense. Hill 129 can be used for rifle fire support for such an attack.

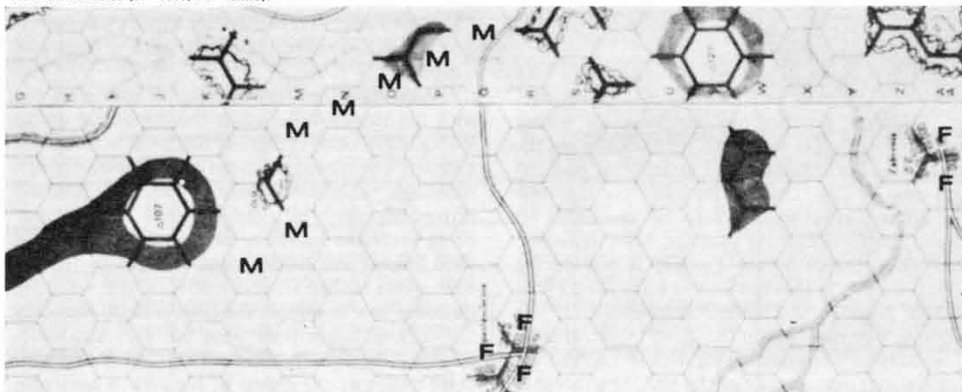
Occasionally the German will leave the southern area so underdefended that it will become a prospective target. Care must be taken, however, not to underestimate German strength. The sector is so dense in obstacles that even a moderate German force can defend it. In addition, the swamp road at Uschas is far too vulnerable by blocking to be relied upon.

Once the break is made in the defense, the tanks and infantry should be left to guard the breach while the loaded trucks and halftracks race through. All too often the Russian player will send his strong units off the board and let his weaker transport units be crushed in a last German counterattack.

Wherever the Russian decides to attack, the effort should be massive and concentrated. The German has the strength to repel small-scaled attacks or a dispersed massive attack.

Conclusion: The situation is closely balanced, with the edge going to the Russian. It is a superb test of the German's ability to quickly set up a good flexible defense.

Figure 4. BALAKAVA This is but one of many possible fortification setups. This particular deployment emphasizes a delay of the Russian advance (F—fort; M—mine).





MONTCALM AND WOLFE

The French and Indian War—1759

By Fred Sassin

The significance of the French and Indian War (1754-1763) has been long overshadowed by the conflict raging on the continent at this time for Europeans, and by the American Revolution that followed a dozen years later for citizens of this country. But as any serious student of history knows, the French and Indian War not only determined the fate of the North American continent, but also contributed heavily to the causes and outcome of the rebellion some years later. While the French and Indian War has been a subject largely ignored by wargamers, the most important year of that conflict—1759—can be simulated quite well by using Avalon Hill's classic game *1776*.

The first half of the war, 1754-1757, was dominated by the type of guerrilla warfare that was advantageous to the numerically inferior French and their Indian allies. The early French successes included a victory over George Washington's Virginia militia at Fort Necessity and the ambush of Edward Braddock's column of British regulars as they approached Fort Duquesne. The French were even successful with limited offensive strikes that resulted in the capture of Oswego and the infamous massacre at Fort William Henry. But these early French successes were to be offset by the military events of 1758.

The first major defeat for the French was the fall of their Louisbourg fortress in July 1758. This catastrophe brought the Gulf of St. Lawrence under British control for the remainder of the war. Then, just one month later, Fort Fontenac, located on the Canadian side of Lake Ontario, was captured and destroyed. Finally, in November 1758, Brigadier General John Forbes avenged Braddock's earlier defeat by capturing Fort Duquesne, renaming it Fort Pitt. Thus, by the end of 1758 the French position on both flanks of their North American colony was becoming desperate, with only the center at Lake Champlain firmly established.

The British strategy for 1759 was formulated by Foreign Minister William Pitt and the newly-appointed Commander-in-Chief of the British Army in North America, General Jeffery Amherst. The plan called for a three-pronged attack aimed at driving the French completely out of Canada. Fort Niagara was the British target in the west; its capture would isolate western Canada from the St. Lawrence River. In the east, an assault on the fortress city of Quebec was envisioned. And, in the center, the British forces were to drive northward along Lake Champlain toward the river and Montreal.

Major General James Wolfe was given command of the largest of the British armies and was ordered to sail up the St. Lawrence and capture Quebec. The rest of the British operations were to be directed by Amherst from his headquarters at Albany. Amherst assigned Brigadier General John Prideaux the task of securing and fortifying Oswego and then capturing Fort Niagara. At the same time, Brigadier General John Stanwix was ordered to reinforce, supply and defend Fort Pitt. Meanwhile, Amherst himself planned to command the British offensive against the French fortifications on Lake Champlain.

The first of the British offensives began in May 1759 when Prideaux with an army of 4000 regulars and colonials marched up the Mohawk Valley toward Oswego. On the route, he strengthened the garrison at Fort Stanwix and established posts at both ends of Lake Oneida. By mid-June his force had arrived at Oswego where he proceeded to rebuild the fortifications that had been destroyed three years earlier by the French. It was during Prideaux's stay at Oswego that he was joined by Sir William Johnson and some 900 Iroquois. (It was Johnson, a civilian aide in charge of Indian affairs, who was largely responsible for the neutrality of the Five Nations during most of the war. The fact that

Johnson had been able to convince the Iroquois to take up arms against the French proved him to be a truly able British negotiator with the natives.)

On 1 July, Prideaux departed Oswego with about 2000 regulars, a few colonials and Johnson's Indians and advanced westward towards Fort Niagara. Left behind was Lt. Colonel Frederick Haldimand with about a thousand men, their assignment being to complete and defend the fortification of Oswego. Prideaux's march on Fort Niagara caught the French command completely by surprise. Before they realized what had happened, the small French garrison of 500 under the command of Francois Pouchot found themselves surrounded. Hoping for a French relief force from the Ohio territory, Pouchot refused to surrender and thus forced Prideaux to begin a siege.

It was during the siege of Fort Niagara that Haldimand's small force at Oswego was attacked by a body of French-Canadians and Indians from the bloodthirsty Abbe Piquet's mission on the St. Lawrence. In spite of instructions from the abbe to give the British "no quarter", the attack by the Canadians bogged down and eventually was turned into a rout. So ended the only French offensive of the year.

Meanwhile the siege of Niagara continued but with the British now under the command of Sir William Johnson. (Prideaux had been accidentally killed by a misfired shell from one of his own guns.) Although technically only a civilian, Johnson proved his worth as a military leader. In spite of being surprised by the arrival of a relief force of 1600 French and Indians, and shocked by the unwillingness of their Iroquois allies to fight when the outcome was in doubt, the British held. Not only did they maintain their siege but they also overwhelmed the French relief column at Bloody Run. Once aware of the defeat of his French comrades

MONTCALM and WOLFE—1759

AT START MAY, 1759

BRITISH

13/BR, 8/BC, 2/A, 2/S: Albany
15/BR, 2/BC, 1/A, 1/S, 4/B: AAAA45
1/BC, 1/D: Fort Stanwix
1/BR, 1/BC, 1/F: Fort Edward (HHH38)

FRENCH

5/FR, 1/CM, 1/S, 1/B, 1/F: Fort Ticonderoga
6/FR, 9/CM, 1/S, 1/B, 1/F: Quebec
1/FR, 1/CM, 1/S, 1/B: Montreal
1/CM, 1/F: St. Johns
1/CM, 1/F: Fort Levis (KKK32)
1/CM: Three Rivers

BRITISH move first	1/S: Albany 1/S: St. Lawrence north of Quebec	1/S: Albany 1/I: Oswego **	1/S: St. Lawrence north of Quebec	1/S: Albany 2/B: St. William Henry	1/S: St. Lawrence north of Quebec	REINFORCEMENT/ TIME RECORD TRACK
(1) MAY 1759	(2) JUNE	(3) JULY	(4) AUG	(5) SEPT	(6) OCT	(7) NOV
FRENCH	1/I: within 3 hexes of Quebec*	1/S: Montreal 1/CM: 1/I: within 5 hexes of Ft. Levis*		1/S: Montreal		

* May be withheld for later turn at French player's discretion.

** Only if Oswego is occupied by at least six British strength points. Reinforcement is lost if this condition is not met by the beginning of Turn 3.

and after attempting one last sortie, Pouchot surrendered Fort Niagara on 25 July.

Strategically, the capture of Fort Niagara was a huge success for the British. It placed control of Lake Ontario in the hands of the British, thus isolating Detroit and the other French forts of the interior from the vital St. Lawrence. Prideaux's expedition also forced the French commanders to abandon their plans to move on Fort Pitt and enabled Stanwix to safely secure the Ohio Valley for the English colonists.

Amherst's own offensive, that aimed at Fort Carillon (Ticonderoga) and Fort St. Frederic (Crown Point), was much more deliberate than Prideaux's drive to the west. Not leaving the friendly confines of the Albany/Fort Edward area until mid-June, Amherst first marched to the ruins of Fort William Henry at the mouth of Lake George. Once there, he ordered the fort, destroyed in 1757, rebuilt. This British general was never one to move in a hurry, and it was not until 21 July that his troops finally left the fort and began the advance on the French forces at Fort Carillon. Amherst's army numbered some 8000 men, about half British regulars and the remainder some excellent colonial troops (including Roger's Rangers). Opposing them, the French held Fort Carillon with about 4000 troops of mixed quality under the command of Brigadier General Francois Bourlamague.

Bourlamague's orders were to hold Fort Carillon only until the British had arrived in force. Then the French were to execute a delaying action, withdrawing past Fort St. Frederic northward until reaching their final defensive position at Isle-aux-Noir, located at the outlet of Lake Champlain. When Amherst's main body arrived at Fort Carillon, the fort's garrison numbered only four hundred. By the time the slow-moving British had their heavy guns emplaced and the fortress invested, the French had abandoned it and blown up the powder magazine. Thus, on 26 July, the re-

mains of Fort Carillon fell to the British with only a skirmish as the defenders broke through the lines.

Before pursuing the retreating French, the British were ordered to begin repair work on the damaged fort. Then, just as Amherst was preparing to march his army north, he learned that the French had also abandoned Fort St. Frederic. So when the British arrived at what is now referred to as Crown Point, they found another partially destroyed fort. True to his cautious nature, Amherst decided to rebuild the works, even though they were only ten miles from Ticonderoga.

Amherst's overcautious nature can be partially explained by the presence of four French warships on Lake Champlain. While these warships were small, they were powerful enough to destroy any bateau that might transport the British forces down the shoreline. And since this waterway was the preferred mode of travel, Amherst decided he would have to build his own warships to expel the French menace. (It was during this period of August and early September—while the majority of Amherst's army was busy constructing a small navy and rebuilding two forts—that Roger's Rangers made their greatest raid. The target was the Abernakis Indian village of St. Francis; its destruction avenged years of fierce Abernakis raids on the New England settlers.) Finally, on 11 September, the small British "flotilla" set sail and forced the French to scuttle their undergunned ships.

This cleared the way for Amherst's advance on Bourlamague's small force—now numbering less than 3000. But Amherst, fearing that Bourlamague would be reinforced by the survivors of Quebec, decided to postpone any further advance until the next year. Amherst's cautious campaign has often been criticized and his results do indeed look pale in comparison with those at Niagara and Quebec. But Amherst did succeed where his predecessor, the rash James Abercrombie, had not. He had captured both Fort Carillon and Fort St. Frederic and swept

the French from the waterway, thus gaining permanent control of Lake Champlain for the British.

While the British successes at Fort Niagara and Lake Champlain were significant, their total benefits would only be realized if Quebec fell. It was Wolfe's campaign against the Marquis de Montcalm's French at Quebec that would be the deciding and most dramatic blow to French fortunes in North America. Louisbourg was the staging area for Wolfe's advance. Over 150 warships and transports were assembled under the command of Vice-Admiral Charles Saunders. On 1 June 1759, the Armada set sail from the port and headed up the St. Lawrence.

On 27 June, the army was landed on the Isle d'Orleans, about three miles downriver [north] from Quebec. Wolfe's army, 8500 well-trained and disciplined men, was ready for the final assault on the walled city that dominated the great river. With less than 3000 French regulars, Montcalm had to depend heavily on his 8500 Canadian militia and 1200 Indian allies—both groups prone to desertion under adversity. Therefore Montcalm's strategy was to remain on the defensive and hope to hold out until the harsh Canadian winter forced the British to retreat back to Louisbourg. And Quebec was the ideal location for such a strategy. Not only were Quebec's man-made fortifications formidable but its natural barriers—steep cliffs along the St. Lawrence and the St. Charles River to the north—were well-suited for defense.

After foiling several bizarre attempts by the French to destroy the British fleet—including ignited fire boats, booby-trapped raftlike boxes and even a "submarine" attack—the British captured Point Levis, situated just across from Quebec on the river. Quickly a battery was constructed and, on 12 July, it was delivering an effective fire on the French city. In spite of the constant shelling of Quebec, Montcalm's position remained strong throughout July. Finally on 31 July, Wolfe at-

tempted a major attack at Montmorny, about four miles downstream from Quebec. This uncoordinated attack on the strong French positions was a disaster, the British losing about 500 men. Despondent, Wolfe was forced to replan his strategy.

In August, a small British command was sent upriver, some forty miles past Quebec. There a French supply depot was destroyed. Due to this success and at his staff's suggestion, Wolfe decided to try to land the bulk of his army Upstream from Quebec and attack the city from the south. While his subordinates argued for a landing at Cap Rouge, six miles upstream, Wolfe chose a small cove only two miles from Quebec—Anse du Foulon—as his landing site. On the night of 12 September, Wolfe and 5000 of his troops landed, climbed the narrow path up the cliffs and quickly overpowered the small French guard stationed there. With the dawn on the 13th, Montcalm was shocked to see an army on the Plains of Abraham, at the rear of Quebec.

Rather than wait for the recall of 3000 French troops being hurried to Cap Rouge in response to a British diversion, Montcalm attacked at once. While Montcalm's force slightly outnumbered Wolfe's, the lack of training and discipline of the Canadian militia and Indians prevented Montcalm from mounting an effective assault on the British trapped with the cliffs at their back. The French attack was repulsed and the British counterattacked to widen their foothold with the result that the irregulars were routed. The fatalities were heavy and included both Wolfe and Montcalm. The victorious British army quickly surrounded the city and prepared for a long siege. The wait was short. Suffering from the heavy British bombardment, low morale, lack of direction, shortage of munitions and a deserting army, the French authorities surrendered Quebec on 18 September.

The fall of Quebec—along with Niagara and Ticonderoga—ended any chance the French had for a victory in America. The following year, 1760, witnessed the fall of Montreal and the remainder of New France. In 1763, peace was formalized by the Treaty of Paris, a treaty that made Britain master of North America.



The game *Montcalm & Wolfe* uses the mapboard, counters and vast majority of the rules of AH's 1776. All exceptions to and modifications of the 1776 game rules are noted below:

The Mapboard

The northern section of the 1776 mapboard includes all the important areas of the 1759 campaign with the exception of Fort Niagara. Therefore that portion of the warfare must be handled in an abstract manner—the withdrawal of British combat units off the western edge of the mapboard and the assumption that Fort Niagara is captured (see Victory Conditions). The addition of Fort Edward (built on hex HHH38), Fort William Henry (unbuilt on hex GGG36), and Fort Levis (built on hex KKK32) to the mapboard was considered necessary both to the play of the game and for historic flavor; add the new forts utilizing the counter mix. Fort St. Frederic (Crown Point) has not been included as a separate fortress since it was located only ten miles from Fort Ticonderoga.

The Counters

The counters from 1776 are used in the following manner:

- Red—British Regulars (BR)
- Dark Blue—French Regulars (FR)
- Green—British Colonials (BC)
- Orange—Canadian Militia (CM)

The orange Indian (I) units are to be used by both sides, while the pale blue fortification and entrenchment counters are to be used by the French player. The pale blue combat counters are not used in this variant.

In developing the variant's order of battle, I have attempted to maintain a ratio of one strength point for each 500 troops (both British and French). For the British Colonials (BC), one strength point is the equivalent of some 500-600 troops; their ability was about equal to the British regulars in the deep woods of North America. The Canadian Militia, however, is a different story. While their effectiveness varied in accordance with their location and leadership, on the whole their record is poor. Therefore, one CM strength point equals between 700 and 1000 troops. As for the Indians, one strength point equals 1000 braves.

Special Rules

1. British Colonial units are considered regular troops in regard to both combat and fortification construction.
2. The bateau "optional" rules are *mandatory*. Without it, the variant is dramatically unbalanced.
3. The British player is permitted to build a fort at the Fort William Henry location (hex GGG36). [*Indeed, the victory conditions virtually compel one to do so.*]
4. The fortifications at Ticonderoga, St. Johns and Quebec may not be destroyed during play. All other fortifications may be destroyed at the end of the capturing player's combat phase if desired. The rules for dismantling fortifications (by the controlling player) remain unchanged.
5. The British player is prohibited from attacking Fort Ticonderoga until and unless he first builds a fortification at Fort William Henry (hex GGG36).
6. Reinforcements scheduled to arrive at Albany or Montreal are lost if either is occupied solely by enemy combat units.
7. It is recommended that both players utilize the Forced March Optional Rules.

Victory Conditions

1. The player with the most victory points at the conclusion of play is declared the winner.
 2. The British player receives/loses victory points for the following:
 - a) Control of Quebec at the end of Game Turn 7—+7 VP
 - b) Control of St. Johns and Montreal at the end of Game Turn 7—+5 VP
 - c) Fails to exit six BR strength points west off hex ZZ26 by end of Game Turn 3—-5 VP
 - d) Fails to build fortifications at Oswego or Fort William Henry (hex GGG36)—-1 VP per location
 3. The French player receives victory points for the following:
 - a) Control of Ticonderoga at end of Game Turn 7—+5 VP
 - b) Control of Albany at end of any Game Turn—+2 VP per Game Turn
 - c) Control of Oswego at end of any Game Turn—+11 VP per Game Turn
 - d) Destruction of forts at Oswego, Fort Stanwix, Fort William Henry or Fort Edward—+1 VP per location
- Note:* Control is defined as currently occupying an objective that is free of enemy combat units.

The assignment of victory points was a compromise between the variant's balance and historical realities; hopefully both are satisfied in

the above victory point schedule. A word of justification for this schedule is not amiss here. Quebec has been assigned a greater VP value than Montreal because it is both more difficult to capture and historically it dominated the river. Since Fort Niagara was one of the three main objectives for the British command in 1759, the penalty for British failure to exit the combat units necessary for this are purposely severe. The award of Ticonderoga's VP to the French player is based solely on play balance considerations. A successful French raid on Oswego will isolate the British expedition to Niagara and is therefore worth more with each passing turn. A successful French raid on Albany is considered a tremendous psychological victory for the French, while prolonged French control of the region would ensure a French victory. The victory conditions for construction and destruction of fortifications should be self-explanatory.

Strategy

The British player must take the offensive and gain control of Oswego, Niagara (by exiting combat units off the board) and Fort Ticonderoga simply in order *not* to lose victory points. It is but a step beyond to take the offensive to gain victory points—control either Quebec or Montreal/St. Johns by the end of play. But while the burden of attack is on the British player, he must not become reckless. The British offensive must be tempered with fortification construction and adequate garrisons in British towns and forts in order to guard against French raids.

The British advance on Ticonderoga should be steady but deliberate. Fort William Henry must be constructed while Fort Edward and Albany remain protected from a swift French descent. Only then should the British move on Ticonderoga.

The drive on Oswego must be swift in order to gain the Indian reinforcements and to exit the mandatory combat units. At least nine or ten British strength points should be used for the advance on the west in order that the newly-constructed fort can be comfortably garrisoned by three or four. This will deter the French from attempting an amphibious assault on Oswego by way of Fort Levis and Lake Ontario.

The British attack on Quebec must begin on the first game turn, since there will be absolutely no time to lose if the prize is to be taken. The British player must force the French to consume their supply units in combat. If the assault on Quebec becomes prohibitively expensive, the British player may decide to float upriver and attack St. Johns and Montreal. But the margin for error is very thin.

The victory conditions purposely favor a defensive strategy for the French player, while holding open the possibility of offensive play. To gain at least a draw, the French has only to retain control of Quebec and either St. Johns or Montreal. To win, the French need but retain control of Ticonderoga or destroy a British fort or conduct a successful raid on Albany or Oswego in addition to the above. While the burden of attack is indeed on the British, the French cannot simply sit back and await his thrust.

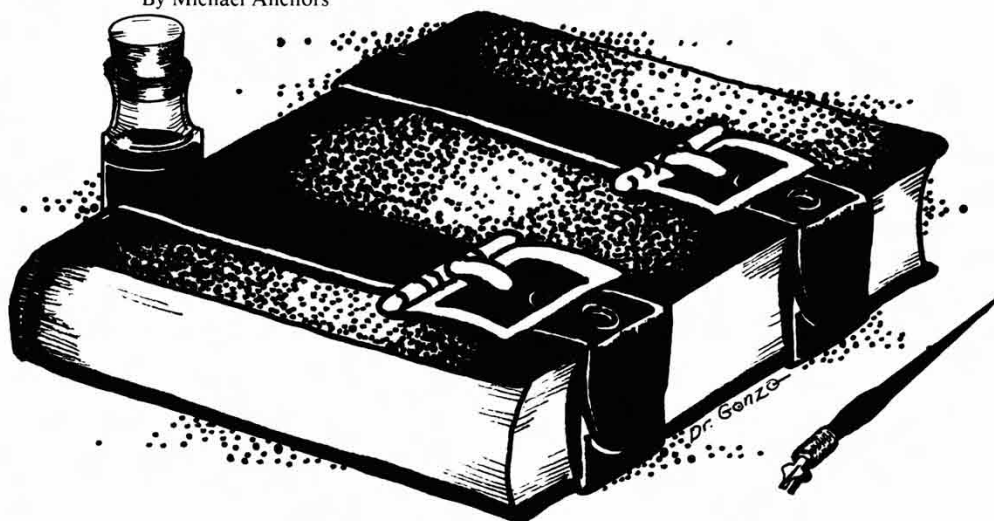
In the early turns, the French player should seize any opportunity to threaten Albany or Oswego, or prevent the construction of Fort William Henry. The gain of a single victory point may be sufficient to win in a game this closely balanced. Toward the end, the French player may want to retreat to St. Johns for the final desperate British thrust. At Quebec, the key to a French success will likely be the establishment of a magazine. Ten French strength points fortified at Quebec with a magazine can usually hold out for the entire game. Force the British to advance on Montreal and the French can move on St. Johns.



THE GENTLEMAN'S GUIDE TO FANDONIA

A Lost Work of Strategy

By Michael Anchors



The *Gentleman's Guide to Fandonia*, long circulated secretly and read widely in the Fandonian court, has recently been translated and published openly in Sandarkan, whence a copy has come into our hands. To judge from comments penned in the margins by the unknown nobleman who last possessed it, the *Guide* must have furnished Sandarkanian nobles much amusement, scornful as they were of Fandonian "decadence". Our copy found its way to a pawnshoppe in Cronos shortly after the Sandarkanian monarch was deposed in favor of his illegitimate nephew—a devotee of the *Guide*—who abolished the House of Peers, replacing them with a dachshund and eleven potted geraniums.

Since it is in vogue to speculate on the authorship of the *Guide*, we will make no exception here. The presence of the name of Sir Drew on the cover should confound no one. It is a well-known method of commonfolk to append the name of some great personage to their own scurrilous work to attract public approbation, and it is a transparent ruse in this case: Sir Drew could not have written the *Guide* as he so recently astonished the Royal College of Physicians by demonstrating that he is neither right- nor left-handed! Nor do we hold Lord Easton's opinion that the *Guide* is the work of Besyzani *agents provocateurs* in much esteem. Instead, we have been impressed by the arguments of Parton that suggest the author to be one Jeremy Bigelow, owner-bartender of the Fandon Arms Inn. Although of humble roots, Jeremy's long years and longer ears would have afforded him an excellent acquaintance with court affairs. And while critics of Bigelow authorship contend the man had no motive for publishing such a seditious work, it suffices to observe, as Jeremy might, that "when times is bad, tavern business is good."

So now, without further apology, we present several excerpts from the *Guide*:

Cap. I, page 2—Pace and Strength

In planning a campaign to capture the Throne and monitoring its progress, the wise Gentleman or Lady should ever take account of his position relative to that of his opponents in three areas of vitale importance, to wit: Pace, Defensive Strength and Offensive Strength. The components of each are set forth in the Table I.

The term "Pace" refereth to the rapidity with which the Gentleman acquires the wherewithal to Usurp the Throne. Since a seemly Usurpation costs the Usurping Faction no casualty, prodigiously enhances its strength and, in fact, is a sine qua non of Victory, developing one's Faction at a greater Pace than one's opponents is the First goal of correcte technique.

However, participants in the courtly race do nae run the course Alone, but in Competition. Many there are opportunities for Runners to jostle each the other, and hence a need for one in the lead to avoid being tripped. This analogie serves to introduce the opposed concepts of Defensive and Offensive Strength. The elements of Offensive Strength are those which enable one Faction to Injure another, whereas the elements of Defensive Strength do furnish protection from Injurie. While armoring one's Faction for Defense must, of

necessity, cost some Pace, the exchange is worthwhile—for being ahead in Pace is but poor comfort to the unlucky Gentleman who findeth himself assassinated or banished. Moreover, while some items in the Table I are common to both Defense and Offense, the majority are passing particular to one or t'other. Hence, Gentlemen leading in Pace should maximize their Defense whereas those en derriere should concentrate on the Offense.

The Table I PACE

1. SUPPORT CARDS in order of decreasing importance: Army, Peasants, Navy, Towns-men, Epalin or Sandarkan, Cronos or City States, Clergy, Guild, Merchants. The last five listed are of equal worth.
2. OFFICES and CONDITIONS that augment the value of certain support cards (e.g., Sheriff or Peasant Unrest to augment Peasant Support).
3. FARC in order of decreasing value: George, Alan, John or Edward, Phillip or Catherine or Almerly, Alfred or Anne, Thomas.
4. FAC of high status.
5. JANE.

DEFENSIVE STRENGTH

1. FAC PROTECTED by high status, marriage, travel abroad or in hiding.
2. FEW "ILLEGAL" ACTS (Assassination, Treachery, or Intrigue) in the hand, and MANY CARDS together.
3. Expendable HENCHMEN.
4. IPs to avod the duel.
5. PPs in excess of the number required to support the faction.
6. OFFICE RS of keen ability to modify Counselling.
7. Both JUDGES or the MINISTER OF JUSTICE and one judge.

OFFENSIVE STRENGTH

1. HENCHMEN-ASSASSINS.
2. Seductive, unmarried LADIES.
3. MANY "ILLEGAL" ACTS (Assassination, Treachery, or Intrigue) in the hand.
4. Both JUDGES or MINISTER OF JUSTICE and one judge.
5. OFFICERS to modify Counselling.
6. MONARCH'S COUNSELORS for want of an Officer.
7. COOPERATION of fellow Gentlemen.

[Editor's Note: In Cronos, we prefer a variation of the optional rule governing Monarch's Counselor powers wherein each Monarch's Counselor may add or subtract one from *Counseling* die rolls, *not* political problem die rolls. Cronosian Counselors cannot prevent a Gentleman from Counseling the Monarch. We prefer this method of play. If it be used, Monarch's Counselors would fall into the category of Defensive as well as Offensive Strength.]

Cap. I, page 5—The Early Game

It is a capital Mistake to recruit too many Characters early on, detracting from both Pace and Defensive Strength. It detracts from Pace because it is inefficient to use an Activitie to recruit one Character when but a single Activitie does suffice to recruit two, for the Gentleman may purchase a second Loyalty with his Influence and recruit both Nobles simultaneously. If the Gentleman further possess Extra Activities, be they cards or counters, or be lucky to win others by carousing, additional Nobles may be got in the same turning by Treachery and Seduction. Indeed, I recall an instance in which Sir Guy recruited SIX Characters in a single turning!

Recruiting of too many Characters in the early turnings detracts from Defensive Strength in that reserves of Prestige and Influence are insufficient initially to fortify many Nobles with Titles and Offices or to buffer unexpected losses on the Tables of Prestige. Moreover, one's Nobility is then

The Figure 3
TABLES OF PRESTIGE

Small Gain Small Risk	Mainly Prestige Fashion Literary Pursuits	Mainly Influence Gambling	Both Prestige and Influence Craft
Large Gain Large Risk	Patronage Sport	Business Speculation	Romance Socializing

exposed much the longer to ravages of Plague, Duel, Seduction and Treachery.

But it is also a great Mistake to let slip an Opportunity to recruit some great and potent Character such as the Minister of the Army when one is so fortunate as to draw his Counter, for it is difficult to apprehend such a Noble by Treachery or Seduction once he hath joined an opposite Faction. Therefore, the wise Gentleman prudently recruits only a few Characters whose Loyalty he may draw, and those the most potent and useful he can afford. Later in the game, when reserves of Prestige are sufficient, he may safely apply himself to the fleshing out of the ranks of his Faction.

Cap. II, page 19—Tables of Prestige

The Gentlemen who advance their fortunes with greatest Pace are those who best do understand the Tables of Prestige, for, though small gains in Prestige and Influence be got by Counseling or currying Royal Favor, the Big Bucks are uniquely located in the selfsame Tables of Prestige. Moreover, the Gentleman's most dependable source of Income rests in his qualitie as Craftsman, Author, Patron, Lover and the Like . . .

Cap. II, Page 20—Tables of Prestige

We may logically divide the Tables into three categories accordingly as they do confer mainly Prestige, mainly Influence, or both Prestige and Influence. Please turn to the Figure 3. The last Categorie may be further distinguished into those Tables that provide both the Prestige and the Influence in a single turning (Craft, Socializing) and those which cannot (Romance). Carousing seldom provides either, and is omitted from Our Figure. Finally, each categorie may be divided into Degrees as they do offer large gains and risk large losses, or mayhap only small ones.

Cap. II, page 22—Tables of Prestige

The choice of which Table of Prestige to Face should ere be guided by the following Principles:

1. The Gentleman should roll on a Table on which he hath a positive modifier, if possible at all.
2. If he roll on a Table on which he may indeed have a modifier less than +2, he should purchase an additional modifier.
3. Sometimes, the Gentleman may choose a table for the sake of some need other than mere Prestige or Influence, as for Instance the Table of Romance when he wishes two members of his Faction to wed and eschews the risk of offending one by a marriage proposal or, in another courser instance, the Gentleman may go acarousing when he hath need of extra Activities.
4. In general, the Gentleman should roll on Tables offering modest gain at modest risk. There are but two Exceptions:

- a. When the Gentleman has little Prestige or Influence to risk, or
- b. When an Opponent is far ahead in Pace and the Gentleman has no means of humbling him.

Cap. III, page 77—Protection

As I have previously advocated, the Characters in the Gentleman's Faction should be protected by one of four Means: High Status, Marriage, Travel, Hiding.

HIGH STATUS protects a Noble from legale Prosecution for if a Noble accused of Wrongdoing can but roll less than his Status, he is deemed Innocent of the charge. Thus, a Knight accused of Wrongdoing short of Treason goeth to a Hearing 83% of the time, but a Duke only 34%. Treason (I.e., having a

DOWN WITH THE KING card drawn from the hand by an intriguing opponent) is a worse case, inditing the PC 100% of the time if he is a Knight but only 66% if he be a Duke. The benefit of HIGH STATUS is plain to any knave. Once the Accused is bound over for a Hearing, the opportunity of rescuing him from a verdict of Guilty is less, save the Gentleman controlleth both Judges or the Minister of Justice and one Judge who . . .

The Gentleman can most efficiently Acquire HIGH STATUS for himself and his by the Marriage or the buying of Offices. Elevating of a Knight to Duke by buying Titles costeth 12 IP and requires three turns withal. The same increase in Status may be effected in but one turning by buying a Ministry or for naught by a fortunate Marriage.

MARRIAGE further does protect a Noble or Royal Character by rendering him immune to the wiles of Treachery or Seduction, but there are three Circumstances in which Marriage may be Ill-Advised:

1. A Lady with a High Seduction (5 or 6) should not be Married off, if the Gentleman may have need of her to Seduce Characters into his Faction.
2. If the Gentleman cannot afford the loss of a Certain Character from his Faction, he should not propose a Marriage to him and risk his loss (17%). At least, he should Arrange for the more Indispensible Character to propose to the more Dispensible.
3. If an opponent is far ahead in Pace and hath an Advantageous modifier on the Table of Socializing, the Gentleman may nae wish to convenience him by a Wedding.

TRAVEL in a Foreign Countrie protects a Noble from Plague, Seduction and recruitment by Treachery. It protects him from Duels and Assassination save by Assassin or Duelist in the same Countrie. TRAVEL is cheap, being Free, and efficient—any number of Nobles may TRAVEL in but one Activitie. Unfortunately, Royal Characters, the Magistrate, Judges, Sheriffe and ArchBishop may not TRAVEL, and Officers in a Foreign Countrie must return to Fandonia when a Political Problem arises of concern to their Office. Indeed, if the Countrie wherein the Officer is, be suddenly at war with Fandonia, the Officer may not return and may Lose his Office thereby in three turnings.

The Table 4
Variable Components of
Total Usurpation Value

Royal Characters	Expected Value
George	21
Alan	14
John, Edward	10½
Phillip, Catherine, Almerly	7
Alfred, Anne	3½
Thomas	2
Support Cards	
Army	24½
Army + General, Famine	35
Peasants	14
Peasants + Sheriff, Unrest	28
Navy	14
Navy + Admiral	17½
Townsmen	10½
Townsmen + Magistrate, Unrest	17½

Epalin/Sandarkan	10½
Epalin/Sandarkan + Ambassador	14
Trade Guild	7
Merchants	7
Merchants + Famine	10½
Clergy	7
Clergy + Archbishop	10½
Cronos/City States	7
Cronos/City States + Ambassador	10½
The Formulae is Conservative and tends to Underestimate the Gentleman's Chances, but still it may indeed serve as a Reasonable guide to his Discretion. The Gentleman, who is well Ahead of his opponents in Pace and having taken the Steps to secure his Faction from Attack, may defer his Usurpation until the Prospect of success is near 100%. However, if the Gentleman is little Ahead in Pace or his Faction vulnerable by some Deficiency in Defensive Strength, he may try to Usurp when success is less Certain.	

HIDING is similar to Travel in securing the Noble from Seduction or Treachery, but it is Superior in protecting his Person from Duels or Assassinations—even by Persons in the Same Countrie. It is even more Efficient than Travel. For HIDING is not an Activitie at all! Characters may go forth Into and Out of HIDING at any time. HIDING is Inferior to Travel only save that Officers may not HIDE without the giving up of their Office. The Gentleman himself may not Travel nor yet HIDE without an unacceptable loss of Pace, for his gains on the Tables of Prestige would be cut in Half.

Cap. III, page 84—Protection

If the Gentleman wisheth to travel or Hide in a Countrie whence he may be quickly recalled, he should send the Noble to Sandarkan or Epalin, since these two Countries be at War with Fandonia least Often (39%). A mnemonic for these mayhap be Peace (Epalin) and Security (Sandarkan). On t'other hand, if the Gentleman desires to Secure his man in a Countrie at War, Besyzan is the best Choise (50%). A mnemonic might be Bellicose Besyzan. The City States and Cronos are but Intermediate (44%).

Cap. IV, page 105—Usurpation

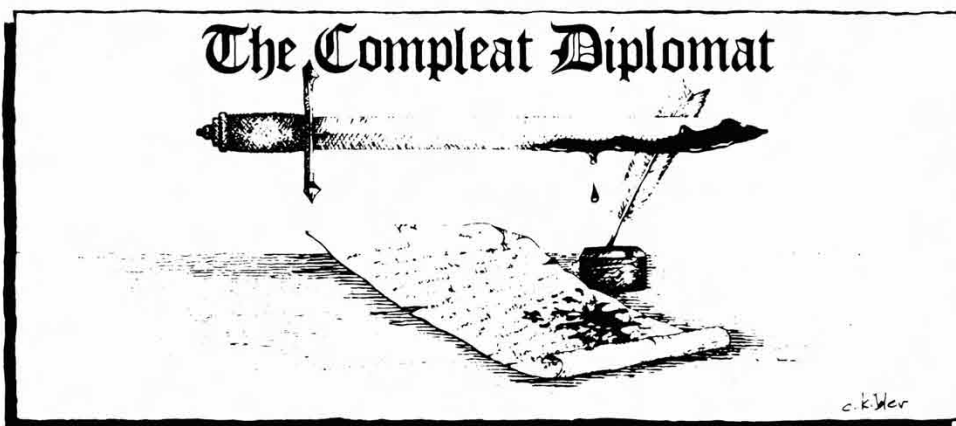
If the Gentleman collect a Considerable Faction of Nobles and Officers with Support appropriate thereunto, as I have previously set forth, he may soon arrive at the Fateful Moment of Decision whether to risk the Usurpation attempt or defer Same. It is most Criticall Decision, for, failing in the attempt, the Gentleman would find himself Executed, his Faction reduced and the aspirations of his Family severely limited. On t'other hand, should an opponent Usurp afore him successfully, the Gentleman would be hard pressed to Overcome him, blessed as the Monarchial faction is with many the Peculiar Advantages.

It is essentially therefore, the Gentleman make a correcte Estimation of the total Usurpation Value of the Monarch and of his own Faction. Some Components of the total may be Precisely known. For Example, a Lord sans Office hath always a Value of four and the Monarch's support is manifest, but the value of other Components depend on the shakey Roll of luck. These variable Components are catalogued in the Table 4. As they constitute a considerable Fraction of the totla Usurpation Value, the Prospect of Success can only be expressed as a Probability. Calculation of the Exact figure in each instance would require the use of Multivariant Parametric Analysis and divers other Ingenuities not yet invented.

A more facile Approach is the use of an Empiric Formula, such as:

$$P = 50\% + (TG - TM) / (VG + VM) \times 100\%$$

Wherein TG and TM are the expected total Usurpation Values of the Gentleman's Faction and the Monarch's respectively, calculated by Summing the Constant Components given in the Table IV. VG and VM are the Sums of the expected values of the Variable Components. The Formulae gives a rough Estimate, P, of the chance of a successful Usurpation by a Gentleman.



Is Munich Burning?

By Rod Walker

Germany can experience all sorts of threats to the homeland in 1901: an Austrian or Italian move to Tyrolia, or a Russian move to Prussia or Silesia. However, the most common threat to security is a French move to Burgundy, creating the possibility that Munich will be lost in Fall '01. The question is—what does Germany do about this threat when it occurs?

The answer may well be to do absolutely *nothing*. The temptation to send an army scurrying back to cover Munich is frequently very strong. Nobody likes to lose a home center right off in 1901; it could ruin your whole game. But moving to keep France out of Munich may not be the best response. A lot depends, of course, on what Germany's position is after Spring '01, both militarily and diplomatically. If England and/or Russia also appear to be hostile, a brisk charge into Munich may be the best answer. If Germany has opted to send one or both armies toward Warsaw, a defense in the south is definitely called for. And if Germany already has an army in Munich (that is, an attempted A Mun-Bur was stood off), then let well enough alone.

However, let us assume Germany has made either of two very common openings:

A Ber-Kie, A Mun-Ruh, F Kie-Hol, or
A Ber-Kie, A Mun-Ruh, F Kie-Den.

In very general terms, both openings are designed to put Germany within reach of three supply centers in Fall 1901. The former contemplates an order A Hol S A Ruh-Bel; the latter, an order F Den-Swe to keep Russia out. Assume that Russia has made no overtly hostile move and England at least seems friendly.

Well then, what is the German response to French A Bur? Simple but subtle—don't defend Munich. If the French want it, let 'em have it. Keep right on with the original plan to get three new centers if possible. (However, if the fleet is in Denmark, it might be a good idea to avoid antagonizing Russia by any attempt on Sweden.) The French now have only two realistic alternatives: A Bur-Mun or A Bur-Bel. If the latter is chosen, France won't get Belgium (and, if Germany's units are positioned in Holland and the Ruhr, you will). This means that Germany has neatly outfoxed the Frogs, maneuvered them into an untenable position, and has a right to feel smug about it.

If France goes for Munich, as seems logical, it will fall but the Frogs are in a difficult position. Assuming hostile intervention by England, Germany will still build two units, in Kiel and Berlin . . . and the isolated French army in Munich is easily routed in Spring '02. Furthermore, German diplomats will avidly point out that France at five units is still a major threat to all its neighbors (this is assuming, as is normal, that France has also picked

up Portugal and Spain). England and Italy should be encouraged to intervene against France; Russia should be encouraged to be friendly to Germany—since if the Kaiser falls, who is to stand between the Tsar and L'Empereur? Ultimately, the French player may find that a temporary windfall in the east will spoil his game, not Germany's.

Handling England in this situation is very important. No matter how effusive the English player's expressions of neutrality or friendship may be, for all you know he is allied with France. He may, in fact, already be openly hostile. If Germany is faced with an Anglo-French alliance, it is going to have tough sledding anyway. Defending Munich makes more sense then, and Germany's entire diplomatic effort will be directed in other directions. If England is ostensibly friendly or neutral, the best approach is to treat England as a friend. There is no need to play coy about Belgium . . . tell him right off you are going for it. If he is not allied with France, he will probably understand the need for that move. A good *quid pro quo* is to promise support into Sweden; but Germany may also have to agree to bounce Russia in Sweden in 1901 and that bargain, once made, should be kept. If England is allied with France, the news that you will definitely go for Belgium will be profoundly disturbing to that player. He has probably expected to slip in while Germany and France bounce each other out of Munich; he may even be counting on that center. It's possible he will go to France to demand support into Belgium. That will not be to France's liking and the resulting potential for disagreement could put a fatal strain on the anti-German alliance (particularly as Germany's been so friendly toward England). It's just possible that even under unfavorable initial circumstances, the German position and German diplomacy might create a situation in which Belgium falls, and Munich doesn't—a net gain of *three*.

One kinky alternative to the move A Ruh-Bel in Fall '01 is A Ruh-Bur! This is something to consider with a very firm English alliance in hand. This puts a German army deep into French territory, and if England and Germany have no outside distractions, could lead to a very rapid cutting up of the French pie. This is a daring move, and could easily lead to disaster, but it's something additional to consider.

Ultimately, even in 1901, it is important to remember that the cliché, "the best defense is a good offense", is often true. In *DIPLOMACY* it is possible to be too preoccupied with the defense of a single recoverable home center. As in the question of Munich, situations will arise where it is possible to sustain a small loss to realize a greater gain.





FOR GOD AND THE KING . . .

Expanding CONQUISTADOR's Repertoire

By Greg Costikyan

Originally published in 1976, *CONQUISTADOR* has proven to be one of the most enduring multi-player games. In its shiny-new Avalon Hill version, it is both graphically more appealing and easier to learn; this bodes well for its future popularity. The AH redevelopment streamlines the rules considerably, making learning the game easier, and play somewhat quicker; yet this is done without affecting the quality of that play or the enjoyment of the players. On the whole, the developer is to be congratulated for a job well done. Several changes were made, however, which I feel are to the detriment of this fine game. Therefore, I offer the following changes to *CONQUISTADOR*:

2.1 BLACK HEXES

The original edition included a rule which stated that the islands of Tierra del Fuego, and those off the Aracuan coast, were uninhabitable and would not support colonists. However, the Caribbean islands which appear in black on the Avalon Hill version of the map were inhabitable. Indeed, these islands—the Lesser Antilles—were heavily settled, and were considered very valuable by the European powers because of their fertility and suitability for sugar production. At the end of the French and Indian Wars, the French were willing to sacrifice their possessions in Canada and Louisiana in order to preserve control of the French West Indies.

Therefore, it is suggested that the Caribbean Islands are open to settlement. They should be treated as clear terrain, and thus will have a (modified) land attrition level of 1.

12. LAND ATTRITION

In the earlier version of the game, all the bad results on the Land Attrition Table were at the bottom of the table; the revised version places these

at the top. This would seem a trivial change to many, and it nominally is. But, both versions of the game state that, if the Spanish Player has a *conquistador* in a land hex, he may subtract one from the land attrition die roll for that hex. In the original version of the game, this meant that Spanish losses to attrition were lower in hexes with conquistadors. In the newer version, the presence of conquistadors has an adverse effect on attrition, since a roll of "6" becomes "5", "5" becomes "4" and so forth. Worse yet, being in rough terrain or in woods/jungle increases one's chances of surviving attrition unscathed! This is silly, and in direct opposition to the intention. I suspect that this was an oversight—but a potentially disastrous one. [Very true.]

To solve this problem, I would suggest maintaining the rules and utilizing the following *Modified Land Attrition Table* instead of the one now on the mapboard:

LAND ATTRITION TABLE

Die Roll	Adjusted Area Attrition Level				
	1	2	3	4	5
1	—	—	—	—	—
2	—	—	—	—	C*
3	—	—	—	C*	S
4	—	—	C	S	CS
5	—	C	S	CS	2CS
6	C	S	CS	2CS	All

Note that, among other things, this means that in hexes with an attrition level of "5", the presence of a conquistador may prevent an "All" result from occurring. This makes it considerably more easy for the Spanish to exploit Cuzco and Tenochtitlan than the other nationalities. This was certainly intended.

14.4 TRANSPORTATION OF GOLD AND TREASURE

The original rules were designed in such a manner that shipping Cuzco gold from Rio del Plate was specifically *prohibited*. The current rules specifically *allow* this. I believe this to be a great mistake; the initial intention had been to force whoever looted Cuzco to build a Pacific fleet in order to get the gold out. I suggest changing Rule 14.4.4 to read as follows:

14.4.4 Players must ship Gold or Treasure from a friendly port that is in the Area in which the Gold or Treasure was produced if that Area has a coastline. If the Area does not have a coastline, the Gold may be shipped from a port in an adjacent Area. *Exceptions:* 1) Gold from Gold Mines in the rockies must be shipped through a port on the Pacific Ocean, and 2) while Gold from the Pitosi Silver Mines (hex 4213) may be shipped from ports in the Rio del Plate, Gold from Cuzco or the mine in hex 3618 may not be; this Gold must be shipped from the Incan Empire. *Note:* Once Gold has been loaded at a legitimate port, it is considered "shipped", and may be unloaded at any other port and thence transported or reloaded on other ships. For example, these rules require Gold from Cuzco to be shipped from Peru, but that Gold may then be shipped to Panama, unloaded, loaded on Atlantic ships, and shipped from there to Europe.



In addition to the above modifications to the existing rules, I have a number of optional rules to propose. All have been thoroughly playtested and enhance the strategy and enjoyment.

D. THE GERMAN BANKERS

For players who wish to increase the scope and dimension of the game, and get involved in economic and diplomatic variations, this is a fairly abstract simulation of 16th Century fiscal realities. There should be at least three *active* countries in play—aside from the Bankers—if this option is to work well. The Bankers player represents the large German banking and mercantile houses—Fugger, Walser, and so forth. All rules of the standard game remain in force, except as noted below. Players should note that this option places a premium on economics and diplomacy, and that the German Bankers Player has quite a bit of control over the destinies of the player countries.

D.1 Mechanics

D.1.1 One player takes the role of the German Bankers. In essence, he occupies a “non-active” position, controlling destiny through finance. He may not send out Expeditions, nor make any other “active” move on the game map.

D.1.2. When exercising this option,

a) Initial Treasury Levels are as follows:

France: 240 Ducats
England: 165 Ducats
Spain: 110 Ducats
Portugal: 100 Ducats

b) The French Player does *not* get the following Explorers at any time during the game: Villegagnon, Ribaut, and Personne. In addition, Gonneville is available during Game Turns 2-3, not 1-2.

c) If there is an English Player, he receives the use of Sebastian Cabot only on Game Turns 6 and 11 (exclusive). If there is a Portuguese Player, he receives the use of S. Cabot during Game Turns 7-10 (inclusive); if there is no Portuguese Player, Cabot is not available to any player during Game Turns 7-10.

D.1.3 The German Banker commences play with a Treasury of 260 Ducats.

D.1.4 When rolling for taxes, players other than the German Banker add one (+1) to the die roll. This modification does not affect availability of colonists or random events; the modification is made for taxation purposes only.

D.1.5 The German Banker has a permanent “Monarch” rating of “A”. Although he does roll for taxes (*no* die roll modification is made), he does not receive colonists and ignores random events.

D.1.6 The German Bankers Player may loan money to other players at any rate that is agreed upon by the parties to the transaction. *No* other players may make loans or transfer funds in any manner to another player. If a player cannot or will not repay a loan in accordance with the agreed upon terms (date of repayment, accumulated interest, etc.), the German Banker may repossess any and all ships owned by the recalcitrant player that are located in Europe at any time after default at the following rates: each Carrack is worth 8 Ducats; each Caravel, 4 Ducats; each Galleon Fleet, 40 Ducats. Ships are repossessed complete with cargo. Such may not return to Europe and unload, then be repossessed; they are taken as soon as they reach Europe and their cargo impounded until satisfaction is made to the German Bankers.

D.1.7 Players in debt to the German Banker must pay off loans *before* maintenance fees. The Spanish Player still must pay his Missionaries’ maintenance prior to any other costs—even those due to the German Bankers.

D.1.8 Should any player roll “Costly European War” (Event #4) on the Political Event Table, the German Banker must immediately deduct 40 Ducats from his own Treasury.

D.2 German Banker Explorers

The four German Explorers are controlled by the German Bankers Player. Although the German Banker may not himself outfit Expeditions, he may rent or lend his Explorers to any other player(s), under any mutually agreeable arrangement subject to the above penalties for default.

D.3 German Banker Control

The German Banker may demand as partial repayment of his loans a percentage of the profits of any Expedition(s) he helps to finance. (This was the normal manner of conducting such business at the time.) If a player has Political Control over an Area, but at least 50% of the profits from that Area (gold + resources) are going to the German Bankers, the German Bankers Player—not the actual “owning” player—is considered to be in control of that Area for Victory Point calculation.

D.4 German Banker Victory

The German Bankers Player receives 3 Victory Points for every Ducat in his Treasury at the end of the game. However, he may not receive credit for any Discovery. The German Banker is considered to be the winner if he has the most Victory Points at the end of the game. In addition, whatever his Victory Point total, if his Treasury Level is greater than *any two* other country’s Treasuries combined, the German Banker has scored a “technical” victory (i.e., while the monarchies receive the glory, the banking houses reap the more tangible benefits).

E. SPANISH & PORTUGUESE ASIAN EMPIRES

In addition to the four European port boxes, there are two off-board Asian port boxes: the Philippines, owned by Spain, and the Spice Islands, owned by Portugal. Both boxes are twelve (12) Bounds from Europe and twelve (12) Bounds from any Pacific coastal port. (To determine the distance from an Atlantic coast port, count the Bounds from the port to the Cape and add 12 to this total; or, alternatively, add 12 to the number of Bounds between the port and Europe). Spanish ships only may move to and/or from the Philippines; Portuguese ships only to and/or from the Spice Islands. On Game Turn 8 and later, the Spanish and Portuguese players may build ships in their Asian colonies; a maximum of one ship per turn may be built in each. No colonists may be received in Asia, and no soldier detachments may be created there. Once per game, the appropriate player may build a Galleon Fleet in his Asian possession.

Any Gold shipped to an Asian port box is added immediately to the owning player’s Treasury. This represents the fact that treasure shipped to Asia from the New World was used to pay the cost of supporting the country’s Asian holdings, thus reducing the drain to the central Treasury at home. In fact, the Spanish institutionalized this policy; there was a yearly Manila galleon from Peru to the Philippines.

F. FRENCH MISSIONARIES

To use this option, the players will have to provide their own French Missionary counters. The counter mix of French Missionaries is the same as that of the Spanish (i.e., one -3, two -2, two -1, one +1, three +2, and two +3).

French Missionaries operate in the same manner as Spanish Missionaries, except as outlined below (i.e., the French must maintain at least one missionary in each province where natives remain; must maintain missionaries at the cost of one Ducat each per turn; the presence of a positive missionary reduces any *Combat Against Natives* die roll by one; the missionary rating is added to the chance of *Native Revolt*; etc.).

If a French Missionary is present in a province which contains natives, the French Player may, if he so wishes, attempt to convert the natives *rather* than attack them. This he does by the same procedure he would follow if he did attack the natives; however, any result from the *Combat Against Natives* Table indicates the number of native points *converted*, rather than destroyed. (The players should keep track of the number of converted native points on the Expedition Log.)

Converted natives never revolt against the French, although they may revolt against other nationalities in their province. If a province contains both converted and unconverted natives, only the unconverted native points are used when calculating the chance of Revolt against the French Player; the totals are combined when calculating the chance of Revolt against another player’s forces.

Whenever land combat between the French Player and another occurs in a hex in an area which contains converted natives, the *Combat Strength* total of the French Player’s forces is increased by as many *Combat Strength* Points as the number of converted native points. (For example: the French have converted three native points in the Great Lakes; a stack of two soldier detachments—normal *Combat Strength* of eight—would have its *Combat Strength* total increased—to 11—if attacked or attacking in the Great Lakes Area.) French losses must be satisfied with French units.

Converted natives may be attacked by any player other than France according to the normal procedure. If both converted and unconverted natives exist in a province, the attacking player may determine which type of natives are killed in the event of a successful attack.

G. ALTERNATE RULE FOR VARIABLE TREASURE CITIES

This rule requires the players to make their own counters. The following counters are required:

Name	Treasure Value
Chichen Itza	40
Cuzco	100
El Dorado	150
Hy Brasil	25
Seven Cities of Cibola	52
Tenochtitlan	75

and twelve blank counters. The following hexes are considered “Treasure City Hexes”: 1232, 1522, 1529, 2127, 2222, 2915, 3413, 3814 and 4915.

At the beginning of the game, the players take the treasure city counters and the twelve blank counters, invert these and mix them together. One inverted counter is then placed in each of the nine Treasure City Hexes.

During his Gold Phase, a player who has one or more *soldier detachments* in a Treasure City Hex may flip the Treasure City counter occupying that hex right-side up, displaying it to all players. If the counter is blank, it is discarded. If it bears the name of one of the above Treasure Cities, that city is considered to have been discovered in that hex and the player may, if he has destroyed all natives in the appropriate Area, begin to “loot” it.

[On the average, this procedure will result in the discovery of three cities per game. Historically, only two were really discovered, as “Chichen Itza” is more a product of Berg’s enthusiasm for the Mayans than a historical reality.]

Note that the rules for shipment of Gold still apply; thus, any treasure from a city in California or Aracua must be shipped from a Pacific port in that Area, while any Gold from the Amazon must be shipped from the port in hex 3309. Political Events #14 and #15 still affect any player who rolls them, notwithstanding the identity of names between some of the Treasure City counters and those named in the event descriptions.



THE RATINGS GAME

Surveys of The GENERAL

By Peter Kiczek

The gaming world uses many different types of ratings systems in trying to evaluate and define our pleasure. A few basic types can be quickly reviewed:

The Self-Appointed Critic: A recognized game professional whose own personal appraisals of various games are printed. As biased as these must be, some few are insightful and intriguing. Recent examples of the practice include Jon Freeman in his *Complete Book of Wargames* and Seth Owens with "A Historian's Guide to Avalon Hill Games" in Vol. 19, No. 6 of this periodical.

The Award: A bestowal of recognition presented by a self-appointed (usually) gaming-oriented organization. The most widely known of these is the *Charles Roberts Awards* which are presented at the annual ORIGINS Convention. However, numerous lesser awards abound in our hobby.

The Sales: The amount of games sold or the gross figure earned by a game title. This is the most important aspect for the publishers, and the most difficult to receive direct information on as it is rarely made public. Even AH's *BestSeller List* does not give sales figures; rather, it merely presents the top twenty sellers of the year past and of the company's twenty-five year history.

The Guide: Usually a ratings chart of some type presented in a gaming periodical which has been formulated from reader responses to questionnaires concerning many or a few titles. Rare in this day, these are best exemplified by the venerable *RBG* in *The GENERAL* and the interrupted (?) "Games Rating Chart" in the defunct *S&T*.

The "Odds & Ends": Various other rating mechanisms, most of them pioneered by the editors of *The GENERAL*, which can stretch the imagination and may be based on any aspect from the readership's most played games to a look at what games people advertise for opponents in the "Opponents Wanted" section.

These ratings are simply subjective evaluations by anywhere from one person to a theoretical infinite number, the main purpose being to further inform those interested in the hobby on which games are the "best". Since everyone has a different opinion on what makes a game good, there are countless methods to rate game titles.

The *GENERAL*, being an in-house magazine, devotes space throughout its pages to rating the finest quality games published by Avalon Hill. These lists and charts are obvious even to the first time reader—the *Readers Buyers Guide* (recently rejuvenated with a new survey which corrected some growing discrepancies); the *So That's What You've Been Playing* list (the top twenty games being played by the readership); the *Best Sellers List* (a ranking of the best sellers in a fiscal year, reported once a year). Less obvious is the other indicator I deal with—my review of the "Opponent's Wanted" listings.

The purpose of this effort has been to quantify these various aspects and chart results, showing how the titles were rated over a period of time that saw rapid changes and developments at the Avalon Hill Game Company. These surveys can be readily compared to the newly updated *RBG*, and to each other—some interesting conclusions can be drawn (but not by this author).

Table 1: Opponents Wanted Survey

This chart is the only survey presented herein that has been preceded by similar efforts in these pages. In Vol. 15, No. 3, this invention of Gary Charbonneau rated the then 38 wargames being published in 1977. Today, six years and two updated surveys later (found in Vol. 16, No. 6, and Vol. 18, No. 1), with 79 wargames to rate, I have looked over 13,359 requests and one-third as many ads in the past thirty issues of *The GENERAL* (from Vol. 15, No. 1 through Vol. 19, No. 6) to create this survey.

The insert of each issue of *The GENERAL* contains a section for those gamers who are willing to pay the nominal fee of fifty cents for a twenty-five word advertisement in the hopes of finding a prospective opponent. The Opponents Wanted column is that hallowed place on the back page where a reader sees the games that other readers want to play badly enough to go to the effort to advertise. One might assume that unless a person was playing the games he lists already he would not have gone to the trouble and expense of placing an ad, but this is not always the case. Many who do advertise in the column already have opponents and either want to expand their number of games or merely desire better ones. After a period of time, the reader will spot his advert gleaming in microprint on the last page and, soon, he will have a few calls and letters from potential adversaries. Most advertisers enter the game titles they are seeking opponents for; these titles form the basis of my survey.

To produce this "Opponents Wanted Survey", I left out any distinction between the face-to-face and play-by-mail requests that has been made in all previous surveys. My reasons for doing so were two-fold:

1) The three previous authors who reviewed this aspect lamented in their articles, "It is not always easy to tell which games you want for FTF play and which game you want to PBM. For example: 'Wanted: FTF AK, DD, JUT, PL, STAL. Will also consider PBM'" (from Mr. Charbonneau) . . . and, "People are still guilty of the same imprecision in their wording which caused Gary Charbonneau's lament" (from Mr. Davis). I have found their comments still warranted, for many advertisements have little clarity concerning face-to-face play or play-by-mail, but their solution was superfluous. A much better method is simply to excise separate FTF and PBM columns from the survey.

2) Even if separating the 13,359 requests I looked over into these two categories had been a simple task (which it was not), it would still be generally irrelevant to the basic premise of my article. The reasons for these surveys is my interest in which AH games are the most popular, owned, played and read about by the *GENERAL* readership. Therefore, whether a game is played by more folk by mail than in face-to-face confrontations is extraneous and unnecessary information which would both lengthen an already large chart. I replaced the FTF and PBM columns with two I felt more pertinent to the chart: the "Number of Requests per Issue" and the "Percent of Total" categories.

These categories help us spot the similarities and compare the differences of the number of requests

for each game on the chart, which can range from the 1086 for *SL* to the 20 for *WQ*. Because of the great amount of time (five years) spanned and the number of *GENERAL* issues (30) involved, I divided the survey into two halves.

Utilizing the games listed in the Opponents Wanted column, I created three categories and one special section. These are "Total Opponents Wanted Requests", the "Number of Requests per Issue" average, and "Percent of Total Requests"; the special section simply divides the total into "First Half of Survey" and "Second Half of Survey" on the chart. The method of arriving at the result for each category is fairly obvious and mechanical, but a brief review is not amiss. The "Total Opponents Wanted Requests" category was devised by counting up the number of requests made for this particular title. The "Number of Requests per Issue" category is the previous column divided by the number of issues—30. The "Percent of Total Requests" is the total requests for the game divided by the total number of requests on the survey—13,359. Finally, I divided the survey into two parts, with the "Total Opponents Wanted Requests" for each game apportioned between the time periods of the first half (Vol. 15, No. 1 through Vol. 17, No. 3) and second half (Vol. 17, No. 4 through Vol. 19, No. 6). A natural break and trend in the players' tastes occurred at about this point, and the separate ratings help illustrate this. Both halves of the survey give the "R" (Rank) and "#" (number of requests) for the covered period.

I then ranked the games by the "Total Opponents Wanted Requests" category, with the games most frequently requested listed first. When a tie occurred, the titles are listed alphabetically. The highest "Total Opponents Wanted Requests" possible was limited only by the space available on the last page. In the special divided section, only the 46 titles are rated since some new games did not appear until after Vol. 17, No. 3. Some games received no requests in either half of the survey and are not listed; also, all discontinued and Leisure Time titles were excluded. Note that the asterisk (*) that follows some titles indicates a release after the commencement of the survey.

Some interesting trends can be found in the second half of the survey when compared to the first half. Whether these are significant, I leave to others to judge. Some considerable reshuffling occurs after Vol. 17, No. 3 in the Opponents Wanted request. Only *SL* and *BB* retain their relative positions. *DD* and *LW* both drop from the top ten requested games, indicative of their less than graceful aging. The dominance by the *SL* series of the Opponents Wanted section can be dated from this point. *COD* and *FE* gain dramatically between the two periods. And interest in *PL* and *PB* seems to wane here. The average number of requests per issue of *The GENERAL* was 445; of that, 214 (48%) were for games in the top ten of this survey. The total number of requests dropped from 8279 during the first half of the survey to 5080 in the second half. The three fantasy titles in the survey (*MR*, *DUNE*, and *WQ*) did very poorly with an average of only 44 "Total Opponents Wanted Requests" for the group; compare that to the ratings for the *SL* series (*SL*, *COI*, *COD*, *GJ*) with a combined total of 2146 (or 16%) of the total requests during the past years.

Table 1: OPPONENTS WANTED

Rank Title	Total Opponents Wanted Requests	First Half	Second Half	Number of Requests per Issue	Percent of Total Requests
1. SL	1086	(1)627	(1)459	36	8.1%
2. TRC	901	(2)581	(1)320	30	6.7%
3. PB	775	(3)543	(6)232	25	5.8%
4. PL	702	(4)470	(7)232	23	5.3%
5. 3R	667	(5)382	(4)285	22	5.0%
6. COI*	642	(7)314	(2)328	21	4.8%
7. AK	489	(6)349	(10)140	16	3.7%
8. DD	421	(8)311	(15)110	14	3.2%
9. BB	415	(9)272	(9)143	14	3.1%
10. COD*	380	(32)97	(5)283	13	2.8%
11. WSIM	376	(12)249	(11)127	13	2.8%
12. LW	356	(10)268	(21)88	12	2.7%
13. STAL	351	(13)234	(13)117	12	2.6%
14. SST	342	(11)260	(24)82	11	2.6%
15. BL	312	(14)211	(17)101	10	2.3%
16. MD	305	(15)204	(16)101	10	2.2%
17. VITP	296	(19)170	(12)126	10	2.2%
18. SUB*	257	(22)160	(18)97	9	1.9%
19. RW	254	(16)199	(33)55	8	1.9%
20. AIW	251	(17)174	(25)77	8	1.9%
21. DIP	234	(26)140	(19)94	8	1.8%
22. WAS	228	(27)140	(22)88	8	1.7%
23. AZ	227	(25)142	(23)85	8	1.7%
24. GE	224	(21)164	(30)60	7	1.7%
25. 1776	222	(18)172	(35)50	7	1.7%
26. WAT	217	(24)148	(26)69	7	1.6%
27. AOC*	209	(23)151	(31)58	7	1.6%
28. TB	209	(20)169	(36)40	7	1.6%
29. CAE	178	(30)117	(29)61	6	1.3%
30. KM	178	(28)124	(34)54	6	1.3%
31. FR	155	(29)122	(39)33	5	1.2%
32. FE*	152	(48)2	(8)150	5	1.1%
33. W&P	147	(37)35	(14)112	5	1.1%
34. TAC	145	(31)109	(38)36	5	1.1%
35. BIS	142	(34)84	(32)58	5	1.1%
36. AL	120	(33)94	(44)26	4	0.9%
37. JUT	96	(35)64	(40)32	3	0.7%
38. GOA*	90	--	(20)90	3	0.7%
39. MR*	85	(36)56	(42)29	3	0.6%
40. FT*	71	(45)3	(27)68	2	0.5%
41. AF*	65	(44)3	(28)62	2	0.5%
42. NAP*	53	(41)31	(47)22	2	0.4%
43. CH	42	(38)34	(50)8	1	0.3%
44. GI*	38	--	(37)38	1	0.3%
45. CL	38	(39)34	(53)4	1	0.3%
46. OR	37	(40)32	(52)5	1	0.3%
47. CM*	30	(47)2	(43)28	1	0.2%
48. TLD*	30	--	(41)30	1	0.2%
49. DL*	29	(46)3	(45)26	1	0.2%
50. DUNE*	26	(42)20	(51)6	1	0.2%
51. FITW*	24	--	(46)24	1	0.2%
52. SOA*	20	--	(48)20	1	0.2%
53. WQ*	20	(43)9	(49)11	1	0.1%

Table 2: So That's What You've Been Playing Survey

An important question all gamers ask—"Which games are played the most?". When discussing games, popularity and current playing trends go hand-in-hand; after all, only when playing the game is one fully enjoying it. The "So That's What You've Been Playing" column, introduced in Vol. 17, No. 6 can answer the question, giving the readership an updated look at which games *GENERAL* readers are playing.

In every issue since Vol. 17, No. 5, a small questionnaire has appeared in the insert. On it, the reader is asked to simply list—in no particular order—the three games he has played the most since reception of the last issue of *The GENERAL*. The reader is free to list any game regardless of manufacturer, but there is a built-in bias towards Avalon Hill titles since the magazine features these

games exclusively. (Indeed, only one non-AH title has ever appeared on the list.) The results of this survey are compiled in the regular column. The list also indicates the number of games mentioned—the average for the first 13 lists was 135. The total number of responses to the questionnaire thus far tallies 9405, with an average of 723—a solid statistical base for such a specialized hobby. Each of the Top 20 games are listed by rank, with publisher, previous rank, consecutive times on list and frequency ratio (derived by dividing the number of votes received by the 20th place entry) indicated.

To produce a "So That's What You've Been Playing Survey", I used the rankings of the games exclusively, disregarding the "Times on List" section (which shows only consecutive listings). Thus, a "Percent of Times on List" category was generated. This was done for several compelling reasons: 1) some popular titles, such as *PL* and

W&P, appear several times but not consecutively; 2) some titles have appeared but once; 3) it would be impossible to objectively compare the early lists with the latest. The frequency ratio changes in every list and thus renders any attempt to base the survey on this aspect ludicrous.

With the rankings of the columns found in issues Vol. 17, No. 6 through Vol. 19, No. 6, I created four categories for my survey. They are: "Percent of Times on List", an "Average Rank", a "Total of Ranks" and a category listed simply "Ranks". The "Percent of Times on List" is derived from the number of times the game was on the list since its inception divided by the total number of lists (13). The "Average Rank" is the "Total of Ranks" of the title divided by the number of times the game was on the list. The "Total of Ranks" category is simply a combination of the ranks the game received on all lists. And, the "Ranks" listing is divided into four sub-categories: "1-5", "6-10", "11-15" and "16-20". These allow us to spot which games were most often ranked in the top five or the bottom five, or somewhere in between.

The games I then ranked, first by the "Percent of Times on List" and then by individualizing these percentage groups in terms of the scores on the "Total of Ranks" category. Therefore, a title with a 100% on "Percent of Times on List" and a "Total of Ranks" of 13 would have the best rating possible, while one with an 8% and a 20 would have the lowest.

About game performances in this survey. The *SL* series and Avalon Hill's trio of sea games (*VITP*, *WAS*, and *WS&IM*) and the favorites *3R* and *TRC* dominate the survey and, thus far, have appeared in every single "So That's What You've Been Playing" column. Too, those games which hit feature article status in *The GENERAL* do very well on subsequent lists. Of the thirteen games favored with feature status during this period, twelve (the exception—*FITW*) rated on the list. And, of the 26 games whose release was announced in the pages of *The GENERAL* during these issues, sixteen of them also come to be on the list. It would appear that these pages affect what's being played more than many would admit. Conversely, the titles listed do affect the editorial selections. The popular games obviously have a ready-made audience, a consideration for any editor attempting to cater to the collective tastes of the readership.

Table 3: BestSeller Survey

Being a "bestseller" does not imply that a game is the best around on the subject or even that a title which sells fewer copies cannot be equally good; but it is a fact that a title that does not sell well or gain interest of the gamers in the hobby, no matter how intriguing or innovative, will ultimately be lost in the seemingly endless flood of new titles. A game that is repeatedly in the "BestSeller List" is above the crowd of other wargames and usually has a large and devoted following, giving it a built-in playing audience (in itself a strong selling point)—which can be seen in the high incidence of "bestsellers" on the other lists. Because of this, the logic that in these days of recession no gamer will put up hard-earned money for a mediocre title if he can avoid it, turns our attention to those titles that have sold over 100,000 copies. Too, this provides an interesting comparison with the other surveys here and holds some insights for those of analytic bent.

At the end of every production year, *The GENERAL* prints the sale rankings of the Avalon Hill titles in the column "BestSeller List" (thus far, for 1979, 1980, 1981). The list is divided into two sections, the bestsellers for the year and the all-time bestsellers. Both sections present only the top twenty game titles and their rankings in the category. The first list provides the basis for this survey.

Table 2: SO THAT'S WHAT YOU'VE BEEN PLAYING

Rank Title	Percent of Times on List	Total of Ranks	Average Rank	Ranks			
				1-5	6-10	11-15	16-20
1. SL	100%	17	1	13	—	—	—
2. 3R	100%	36	3	13	—	—	—
3. TRC	100%	50	4	10	3	—	—
4. COI	100%	71	5	6	7	—	—
5. COD	100%	92	7	4	7	2	—
6. VITP	100%	119	9	3	7	2	1
7. WAS	100%	184	14	—	1	8	4
8. WSIM	100%	198	15	—	—	5	8
9. FE	92%	125	10	1	6	4	1
10. W&P	92%	129	11	1	5	5	1
11. PL	92%	155	13	—	2	5	5
12. AK	85%	158	14	—	—	7	4
13. MD	85%	166	15	—	—	6	5
14. PB	77%	145	15	—	3	6	1
15. BB	62%	54	7	3	5	—	—
16. GOA	62%	98	12	2	1	2	3
17. FT	54%	77	11	—	5	—	2
18. KM	54%	115	16	—	—	1	6
19. STAL	38%	75	15	—	1	2	2
20. MR	38%	79	16	—	—	2	3
21. SOA	31%	44	11	1	1	1	1
22. CM	31%	48	12	1	1	—	2
23. GI	23%	8	3	3	—	—	—
24. AF	23%	29	9	1	—	2	—
25. CIV	23%	37	12	—	1	1	1
26. SUB	23%	48	16	—	—	2	1
27. GSL	15%	27	14	—	1	—	1
28. DD	15%	26	18	—	—	—	2
29. DIP	15%	37	19	—	—	—	2
30. GL	8%	12	12	—	—	1	—
31. GE	8%	19	19	—	—	—	1
32. SST	8%	19	19	—	—	—	1
33. SON	8%	19	19	—	—	—	1
34. WQ	8%	19	19	—	—	—	1
35. DUNE	8%	20	20	—	—	—	1
36. NAP	8%	20	20	—	—	—	1
37. TT	8%	20	20	—	—	—	1
38. TLD	8%	20	20	—	—	—	1

Table 3: BESTSELLERS

Rank Title	Percent of Times on List	Average Rank	Total Rank	Subject
1. SL	100%	2	6	WW2
2. WQ	100%	4	13	F&SF
3. PL	100%	7	20	WW2
4. TAC	100%	9	26	Cont
5. PB	100%	14	41	WW2
6. 3R	100%	14	41	WW2
7. COI	100%	14	43	WW2
8. COD	66%	12	23	WW2
9. DIP	66%	16	31	WW1
10. MR	33%	2	2	F&SF
11. DUNE	33%	8	8	F&SF
12. FE	33%	9	9	WW2
13. W&P	33%	12	12	NAP
14. BB	33%	12	12	WW2
15. GOA	33%	13	13	WW1
16. VITP	33%	14	14	WW2
17. WAS	33%	15	15	WW2
18. BIS	33%	26	16	WW2
19. DD	33%	19	19	WW2

To produce the "BestSeller Survey", I compiled all the war and adventure titles on the list, excluding the "Leisure Time" and "Sports" games since the information on them is not pertinent to our interests nor compatible with the other surveys presented in this article. With these bestseller titles, I next created four categories to rate, rank and present a ready overview of the games and their performance in terms of sales. These categories are, respectively: "Percent of Times on List", "Average Rank", "Total Rank" and "Subject". The "Percent of Times on List" category was devised from the simple number of times a title has appeared on the list divided by the number of lists to date (three). "Average Rank" is the "Total Rank" divided by the number of times the game appeared. And "Total Rank" was derived from the combined rankings the game received in the three listings in the past. The "Subject" category gives the broad topic on which the game is based—WW2, WW1, Contemporary, F&SF, Napoleonic.

Obviously, a title on the "BestSellers List" all three times (100%) with, or without, a good "Total rank" is a very popular game, with tremendous "staying power"; this could be taken as an indication that other similar games would have done well in sales during a period in which Avalon Hill doubled the number of titles available. On the other hand, games which have been on the list but once are

members of an ever changing group of titles that were very popular at release but whose power to attract the buyer faded after a short span. Several other points are brought to light by this survey. Unsurprisingly the most numerous and most popular type of Avalon Hill wargame deals with a WW2 situation (tending to be tactical in the past three years). However, the second most popular group are the science fiction and fantasy games, indicating that fantasy titles sell well even though they do not have a comparable following among *GENERAL* readers. And, take note that the much-maligned *TACTICS II*, AH's oldest game, remains one of the perennial bestsellers and is the classic introductory wargame for those new to our hobby.

Conclusion

So there we have it, the definitive ratings game. By now the reader must have been bombarded with enough surveys, charts and explanations to last quite some time. There are many things that can be learned about the trends at Avalon Hill by studying the pages of the *GENERAL*. Maybe someone out there will find out how many times your favorite multi-player game *KM* appeared in these pages. Or whether *TRC* is truly one of the best games around. Do WW2 games make up two-thirds of the most played games; do they deserve to? Does the *SL* series get an unfair amount of coverage or does it deserve even more? Are the fantasy titles gaining a larger share of the *GENERAL* readership? If nothing else, I hope that these surveys have given some few food for thought and encourage them to undertake a closer inspection of the figures and what they mean.



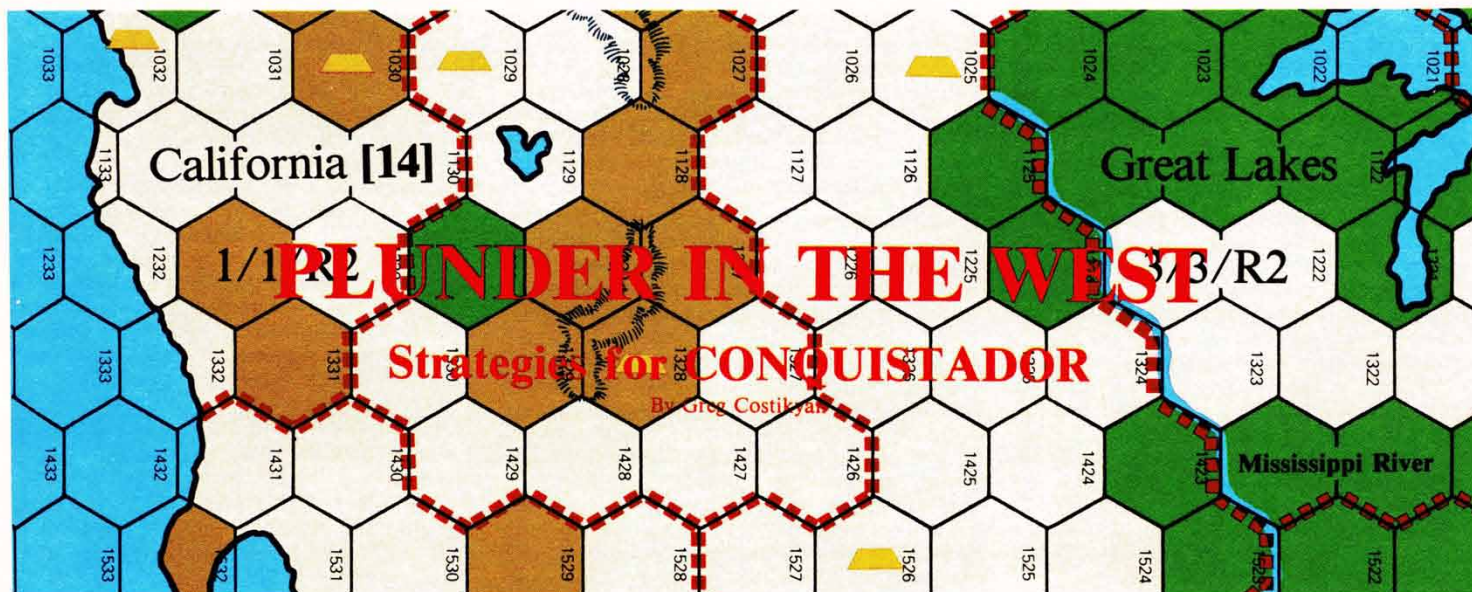
SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed 118

Total Responses: 503

Rank: Title	Pub	Last Rank	Times On List	Freq. Ratio
1. G.I.	AH	2	6	8.0
2. Squad Leader	AH	3	16	4.6
3. COD	AH	8	16	3.7
4. Third Reich	AH	5	16	3.3
5. Cross of Iron	AH	4	16	2.8
6. TRC	AH	6	16	2.6
7. War & Peace	AH	10	16	2.4
8. VITP	AH	1	2	2.4
9. Diplomacy	AH	12	4	2.0
10. SON	AH	—	1	1.8
11. WS&IM	AH	—	1	1.8
12. Bulge '81	AH	11	1	1.7
13. D&D	TSR	13	4	1.7
14. Flat Top	AH	9	2	1.7
15. Gunslinger	AH	17	3	1.2
16. PanzerBlitz	AH	14	7	1.2
17. Panzer Leader	AH	—	1	1.2
18. SOA	AH	19	2	1.1
19. Longest Day	AH	—	1	1.0
20. Up Front	AH	—	1	1.0

Old favorites and new classics highlight the survey in this issue. *UP FRONT* is the first of our ORIGINS '83 releases to appear on this charting of player preferences; the rest of the SL family dominate the top of the list as usual. Surprisingly, *THE LONGEST DAY* also makes an appearance, an indication that interest in the "monster games" may be reviving. Among titles previously seen here, *PANZER LEADER*, *STRUGGLE OF NATIONS* and *WOODEN SHIPS & IRON MEN* all return to the fold. For the first time in a year, *CIVILIZATION* drops from our listing (perhaps the increased interest in The classic multi-player game *DIPLOMACY* has some culpability here). Joining it in a brief decline are *WAR AT SEA*, *GUNS OF AUGUST*, *AFRIKA KORPS* and our recently featured *TITAN*.



Bill Watkins, currently editor of the *Game Designers' Guild Newsletter*, tells the tale—Several years ago, he attempted to get his then-employer to pay closer attention to fiscal realities and to plan company operations with more care. One day, he brought a copy of *CONQUISTADOR* to a management meeting and demonstrated it. “You have to balance income from farming against income from mining; you have to allocate resources to various areas. In short, I’m doing more financial planning playing this game than we ever do here.”

CONQUISTADOR is fundamentally a game of economics. The greater bulk of each player’s victory points will come from the wealth he accumulates by exploiting the Americas over the course of the game. Control of territory and credit for discoveries is also important of course, but the treasury is the “main thing”. It is, therefore, useful to look at *CONQUISTADOR* from a purely financial point of view.

Financially, the fundamental fact of this fine game is that, for the first seven game-turns colonists can—at best—feed themselves or—at worst—be a drain of ducats. After Game-Turn 8, colonists in “resource-doubled” regions produce increasing amounts of income. If a colonist is in a resource-doubled region at the beginning of the eighth turn and survives attrition until the end of the game, it will produce a total of 62 ducats for its owner. That translates into 124 victory points, nearly as much as a player receives for control of an entire province. Only twelve of those 62 ducats are produced on Game-Turns 8-12; the remaining fifty are produced during the last nine turns of the game.

Because of the immense profitability of colonial settlement, no player can forego shipping his colonists to America under any circumstances. Unless a player is absolutely broke, he must make every effort to ensure that all of his colonists are shipped each turn—even if doing so means buying expensive ships. In the long run, the expense is worthwhile.

Mining and Looting

Although colonial settlement will contribute the most to a player’s ultimate credit line, if he relies solely on settlement he will, *pace* Keynes, be dead in the short run. Colonists cannot produce any net revenue before Game-Turn 8, and until Game-Turn 13 will contribute little. Since a player will run heavy expenditures during the first part of the game building the infrastructure (ships, military, and ports) to support his operations in the New World, another source of income must be found. The in-

come a monarch contributes via the Random Event Table is generally insufficient, especially if the monarch is of the “C” or “D” class, as occurs all too frequently. Consequently, mining and looting of treasure cities is of the utmost importance during this early period.

Looting is always worthwhile, because no colonists are needed to loot treasure cities. Mining is somewhat more problematical. Mining takes colonists, and the vast majority of mines are located in non-resource-doubled areas. In addition, most mines are located in hexes with high attrition levels. In order to mine a find, a player must locate settlements in high-attrition hexes, which means he will lose a larger number of colonists to attrition than he otherwise might. Since colonists are so eminently valuable, mining is almost always a losing proposition in the long term. Despite this, most players will find it necessary to conduct *some* mining operations during the first part of the game, simply to produce enough revenue to keep going.

The Caribbean gold fields are perhaps the best place to start. Although they deplete rapidly and produce little gold (15 ducats per game turn, rather than the normal 25), they do have two advantages. They can be found more easily than other mines; and they are located in the Caribbean, a resource-doubled area. In the early part of the game, a player can use colonists in the Caribbean to mine, and can later have them farm the region without moving them to a more congenial area. This, coupled with the low attrition level of the Caribbean, makes it one of the most valuable provinces, and generally one of the most heavily-contested.

Hex 3018, in Panama, is also worth mining, simply because of its low attrition rate. (The hex has an attrition level of “2”; in both Attrition Level 1 and 2, there is a 1/6th chance per turn of one colonist dying, so in practical terms there is no difference between the two attrition levels.) The low attrition level means no unnecessary colonist losses will occur, so there is no reason not to mine the hex. As well, having a Pacific port is useful to whatever power decides to exploit Cuzco, so building a base in Panama is intrinsically a good idea anyway.

The gold mines of California share the characteristics of the Caribbean (i.e., attrition levels are low and California is a resource-doubled province). The drawback is that California is on the Pacific coast, and a long way from home. Since gold has to be shipped from a port in the province where it is produced, a player will not be able to get gold from California back to Europe unless and until he a) rounds the Cape (an expensive proposition), or b) builds a Pacific fleet, which cannot be done before Game Turn 8.

If a player finds that he must mine high-attrition hexes (as is often the case in multi-player games), he should pay close attention to the attrition levels of the hexes he does mine. The “5” attrition hexes of the Aztec Empire, Sonora and the Amazon are almost never worth considering. The “3” attrition mines of the Midwest and Panama are usually viable; in extremity, the “4” attrition level mines of Saguenay and Brazil are acceptable. One the adventurous might consider exploiting is that in hex 4213—the Pitosi silver mines. This is an attrition “5” hex, but if a player mining Pitosi rolls random event “9” (metallurgical breakthrough), the mine will produce 50 ducats per turn instead of the normal 25.

Strategies in the First Phase

Strategies in the first few turns of the game are conditioned by two facts. First, at this stage no country can afford a prolonged war in the New World. None (not even France, with its sizeable treasury) can pay for one. If things do come to blows, the Spanish will have a substantial advantage because of their conquistadors.

The second fact to keep in mind is that there are three things of great value at the beginning of the game: Chichen Itza, Tenochtitlan and the Caribbean. The gold mines in the Caribbean can be exploited rapidly and, as indicated above, the Caribbean is an ideal area to settle at any time in the game. Chichen Itza and Tenochtitlan are also immediately accessible to the players, and produce sizeable revenues quickly.

In a multi-player game, the Spanish player should send a sizeable military expedition with a conquistador to either the Mayan or Aztec Empire on the first turn of the game. Unless one (or several) of the other players want to provoke a foolish war, an impressive display of Spanish arms will take at least one and possibly both of the Central American treasure cities. One thing the Spanish player must keep in mind is that he can send an expedition to hex 2221 in the Caribbean, drop off some colonists there, and continue moving to Central America. Since the Caribbean is three bounds from Europe, the total cost of doing so is four bounds—which is the same number that must be purchased to go directly to Central America. The net result is that the player can drop off some colonists in the Caribbean “for free”, allowing him (among other things) to exploit the gold mine on Cuba very rapidly.

The other players should also consider sending military expeditions to Central America. If only one player (other than the Spanish) do so, it is often possible to “cow” the Spanish player into forgoing one of the treasure cities—usually Chichen Itza, the less valuable of the two. This is a risky proposition

however, since an adamant Spanish player may bring on a war. Uninvolved powers will profit most by such a war, letting the two players in Central America fight it out while peacefully building up elsewhere. However, the Central American treasure cities are of great value in the first phase of the game; if one can be obtained by a show of force, the effort is worthwhile.

In a game with more than two players, the non-Spanish players should consider the possibility of forming a short-term alliance to deny Central America to Spain. If two of more cooperate in military action, the Spanish player, despite the advantage of his conquistadors, will not be able to win any war here. Two treasuries can outspend one. Once the Spanish are defeated, the two players can divide the two treasure cities between them. Again, war is expensive and the players have few resources in this delicate first phase. If an Anglo-French alliance is bashing it out with the Spanish in Central America, the probable victor is the Portuguese player.

Strategies in the Second Phase

In the second stage of the game (roughly Turn 2 through Turn 8), the primary efforts of all players will be directed towards mining. Two considerations should affect the choice of which areas to mine; attrition levels and proximity to resource-doubled areas. The players should realize that there is little point fighting wars at this stage of the game, since there will be room enough for all the players at this time and since the revenue base of the players will still be inadequate for armed conflict.

The primary goal should be to find an area where viable mines exist, and which is either resource-doubled itself or near enough to such areas that when farming becomes more profitable than mining, colonists can be rapidly moved into them. Several reasonable strategies exist:

Central America-Caribbean: Since it is possible to land colonists in the Caribbean and soldiers in Central America simultaneously at no costs, players who exploit Central America should dump excess colonists in the Caribbean. Colonists there can mine Caribbean gold and later farm in that low-attrition, resource-doubled region. Players should note that it is possible for two or more powers to share control of an area. Indeed, the fact that the Caribbean is broken up into independent islands makes it an ideal area to share. Because of its value, however, the Caribbean will rapidly become crowded, and players who do not have interests in Central America should probably leave the Caribbean to those who do.

Saguenay/Midwest-Great Lakes: One option for players who don't want to get involved in the Central American struggle is to send an expedition to Saguenay (incidentally getting discovery credit for Hudson Bay), and exploit the mine there. From Saguenay, forces can move south into the Midwest and exploit the mines there. (However, players should be aware that there may be some competition for the Midwestern mines as Spanish or other units may move north from Central America.) When the time comes to shift from mining to farming, colonists can be moved from Saguenay and the Midwest into the Great Lakes or one of the Atlantic coast provinces.

Brazil-Rio del Plate: Although the gold mines of Brazil (attrition level "4") are not ideal, the player who heads for South America will probably be left alone for some time. The position is isolated from most of the immediate targets (the treasure cities and the Caribbean) and is farther from Europe than most of North America. Consequently, a player who goes for Brazil will have some time to build up a viable position before others intrude. Brazil itself is not the best resource-doubled area

because of its relatively high attrition (level "3" on the coast), but the Rio del Plate is nearby. Together, the two are a valuable colonial base from which to structure an empire. If using Rule 14.4.4 unmodified, gold from Cuzco can be shipped to Rio del Plate, giving the Brazilian strategy an added advantage. This approach is ideal for one of the weaker players (i.e., Portugal or France).

Panama-Caribbean/California: Although Panama itself is not directly adjacent to any resource-doubled area, it does have two nice gold mines and allows easy trans-shipment between the Pacific and the Atlantic. A player who goes for Panama should, like those in Central America, dump his colonists in the Caribbean. He should mine one and possibly both of the Panamanian gold mines, and should seriously consider sending an expedition to Cuzco, especially if the modified form of Rule 14.4.4 (see below) is in use. Later in the game, the power can use Panama to trans-ship colonists for California. California is an extremely nice area for several reasons: a) it has extremely low attrition; b) it is very much out of the way, and few players who do not have bases in Panama will consider exploiting it; c) privateers will have difficulty in raiding its Pacific coastline. California's major drawback is, of course, its distance from Europe; even when colonists are trans-shipped via Panama, the player will have to spend sizable sums on bounds, and a larger than usual number of colonists will be lost to naval attrition. On the whole, though, the benefits of California outweigh its disadvantages for a player in Panama.

Cuzco and Rule 14.4.4

Rule 14.4.4 specifically allows gold from Cuzco to be shipped through Rio del Plate. Players who wish to use this rule may certainly do so, but I advise against it. The original rules were worded in such a manner to force a player who exploits Cuzco to ship the gold from a Pacific port, and thus either to build a Pacific fleet in the New World, or to discover the Straits of Magellan. This was a conscious decision by the designer.

If the modified version of Rule 14.4.4 [as printed in this issue in "For God and the King"] is utilized, Panama becomes even more important as gold from Cuzco can most easily be trans-shipped from there. In addition, the Straits become more important. If a player can afford the expense and an explorer at some point now, an expedition there costs 24 ducats (12 bounds total). These 24 ducats produce 48 victory points. Since an expedition has a one-third chance of discovering the Straits of Magellan, a player will spend an average of 72 ducats, 144 victory points, to discover these—and receives 150 victory points for doing so. This is still a marginal investment, however, though modified Rule 14.4.4 makes it sensible.

Strategies in the End Game

Since only twenty of a player's colonists can produce resources in an area, in the last stages of the game competition for resource-doubled regions will become fierce. To fully use all of his colonists, a player should settle three or four resource-doubled areas—and there are only eight on the mapboard. Especially in four-player games, conflict is inevitable. Some resource-doubled areas are more valuable than others, because of low attrition levels. The best areas are the Caribbean, Rio del Plate, California, the Great Lakes, and the Atlantic Coast. An attrition level of "3" effectively doubles the rate at which colonists are lost, so Brazil and the Deep South and the East Coast are less valuable. Of course, players can share areas, so in principle all players could settle their colonists by sharing territories with the other powers. Only one player can win the game, however, and this kind of cooperation is rarely likely.

In the latter stages of the game, the players' incomes will be very substantial. Indeed, treasury balances of more than 1000 ducats are not uncommon. At this point, military conflict becomes possible—and often inevitable. Because of this, California and the Great Lakes gain added luster. The Great Lakes has no sea coast, and so naval invasions against it are impossible. Naval actions against California are limited to those powers who possess a *Rutter* or a Pacific fleet.

During the end game, privateers give the English player a major advantage, which he should make use of to the fullest. A group of seven or eight ships loaded with soldiers and commanded by a privateer can roam the Caribbean and Atlantic, landing and destroying coastal settlements and capturing any gold that may be about. At best, such a privateering expedition can decimate an opponent's colonies and his revenue base; at worse, the threat of a land-fall will force the others to garrison their settlements with sizeable numbers of soldiers, which will cost them substantial sums (and hence victory points). Although the English privateers are best suited to piratical ventures of this sort, other players can use the same technique. In fact, coastal raiding is a fine way for any of the players to cut down the strength of the front-runner.

Privateering expeditions can only destroy enemy settlements, not capture or control enemy territory. Since controlling the maximum number of resource-doubled areas is vitally important, land warfare will also occur during this period—with the rich farm lands of the New World as the prize. As a result, all the players should garrison their settlements with sizeable armies, even in remote regions like Rio del Plate and California. An invasion of either is difficult to pull off, but an aggressive player may well take the chance, especially if the area is weakly defended.

In the last stages of the game, diplomacy becomes increasingly important. Warfare is the only way players can combine to reduce the leading player's advantage. On the other hand, warfare is expensive, and if a clever player can get others to do his fighting for him, he will be much better off. Many players are enraptured by the glory of military conflict and forget to keep a close eye on the bottom line—the cost of such.

The Game Unified

In the early stages of the game, by and large, the players fight against the game system rather than against each other; each struggles to build a sound financial base from which to expand. The fact that the game system provides enough variability and a large number of factors to be juggled against one another makes it interesting as a solitaire game too. Toward the end of the game, inter-player conflict becomes more important, as the players become more confident of their finances, as room for expansion in the New World begins to become scarce, and as the need to knock any obvious leader down a few notches becomes more pressing.

Throughout the game, the players should keep an eye on their treasury balance. In the long run, the player with the largest treasury will almost certainly win. Only investments which are likely to provide a positive return—or to do considerable damage to another player than they cost the investor—should be made. Calculations of costs and benefits are much easier during the early stages of play, because the game system is ultimately predictable. Calculation in the latter stages is much more difficult, due to the other players—whose actions must be taken into account. That is why diplomacy becomes such an increasingly vital aspect as the play progresses. The intelligent player, however, should always remember that victory goes to the profitable—not the spectacular—in *CONQUISTADOR*.



NEW OPTIONS FOR MISCREANTS

Additional Tables for DOWN WITH THE KING

By Glenn Rahman

DOWN WITH THE KING is a game of intrigue. Obviously, the more possibilities that exist for advancement, the more the intrigue by devious nobles in Fandonia. The standard rules offer the players numerous counsels, as well as many options for acquiring prestige, influence and status. The choices given, however, are by no means exhaustive. Here we stretch those options for your enjoyment.

MUSICAL COMPOSITION TABLE

Kings of dignity and power, such as Henry VIII and Frederick the Great, could proudly put their quills to a musical score and yield quite pleasing results. Hence, a noble of Fandonia ought not feel shy about emulating the example of these prestigious monarchs.

2—Plagiarism. Fight a Duel.	-2
3—Cacaphony. Lose Five PP.	-2
4—Laughable Effort. Lose Three PP.	-1
5—Amateurish. Lose Two PP.	-1
6—Pretentious. Lose One PP.	0
7—Artist's Block.	0
8—Traditional. Gain One PP.	0
9—Melodious. Gain Two PP.	+1
10—Talented. Gain Three PP.	+1
11—Innovative. Gain Five PP.	+1
12—Genius. Gain Ten PP.	+1

WITCHCRAFT TABLE

This is a table for those players of outre tastes. However, the Baroque Era was the period of the great witchcraft trials and most people believed in the power of the Black Arts. Decadent noblemen, seeking thrills and advantage, occasionally patronized witches and engaged in depraved rites by the dark of the moon.

2—Denounced As A Witch. Go To Trial.	-2
3—Accused Of Murder By Witchcraft. Go To Hearing.	-2
4—Seen At Black Mass. Accused Of Wrongdoing.	-2
5—Depravity. Roll On Scandal Table.	-1
6—Victim Of Witchcraft. Have An Attack Of Gout Next Turn.	-1
7—Love Potion. Proposal Automatically Accepted.	0
8—Scry Enemy Secrets. Intrigue An Opponent's Card.	+1
9—Magician. Gain Two PP & One IP.	+1
10—Sorcerer. Gain Five PP & Two IP.	+1
11—Wizard. Gain Ten PP & Five IP.	+1
12—Cast Glamour. Pick One Loyalty Counter.	+2

SPYING TABLE

Spying on other prominent figures was a way of life with many Baroque nobles. Much of this spying is implied in the rules of *DOWN WITH THE KING*. The following table makes this facet of the game more immediate and tangible.

2—Slay Enemy Courier. Go To Trial.	-2
3—Mistaken For Burglar. Accused Of Wrongdoing.	-2
4—Caught Spying. Fight A Duel.	-1
5—Police Attention. Player To Left Intrigues Card Away.	-1
6—Reputation As An Intriguer. Lose Five PP.	-1
7—No Discoveries.	0
8—Buy Secret Information. Lose One IP & Intrigue An Opponent's Card	+1
9—Plant Spy Amongst The Enemy. Intrigue An Opponent's Card	+1
10—Detect Scandal. Expose Scandal.	+1
11—Detect Wrongdoing. Send Enemy FAC To Hearing.	+1
12—Find Collaborator. Recruit One EAC By Treachery.	+2

The Prestige Tables

Seven new Prestige Tables follow. As in the standard rules (13.4.17), the result of the dice roll is given first, then the resolution, followed by the modifier for further rolls on the same table. If the resolution of the dice roll is an Activity, it is a free Activity and must be carried out immediately—or not at all.

PHILANTHROPY TABLE

During the Baroque Era, crushing poverty existed alongside flamboyant wealth. The poor had little recourse save for the charity of the church parish and the generosity of the fortunate. These latter were often considered models of piety and virtue by their peers.

Cost: Two IP

2—Social Agitator. Accused Of Wrongdoing.	-2
3—Cane A Begger. Lose Three PP.	-1
4—Worthless Cause. Lose Two PP.	-1
5—Stingy. Lose One PP. Gain One IP.	-1
6—Insincere.	0
7—Earn Respect. Gain One PP.	0
8—Receive Donations. Gain One PP & One IP.	0
9—Help Widow. Gain Two PP. Proposal Automatically Accepted.	+1
10—Found Charitable Society. Gain Two PP & Two IP.	+1
11—Attract Admirers. Gain Two PP & Two IP & Pick Loyalty Chit.	+2
12—Commended By Monarch. Gain Five PP & Five IP.	+2

SWASHBUCKLING TABLE

This activity is for those players who harbor a secret desire to walk in the footsteps of Captain Blood, the Three Musketeers and the Scarlet Pimpernel. Only male PCs may roll on the Swashbuckling Table.

2—Slay An Innocent. Go To Trial.	-2
3—Street Fight. Accused Of Wrongdoing.	-2
4—Affair Of Honor. Fight A Duel.	-1
5—Fly From Danger. Lose Five PP.	-1
6—Reputation As An Eccentric. Lose One PP.	0
7—Rescue A lady. Proposal Automatically Accepted.	0
8—Encounter Conspirators. Intrigue An Opponent's Card.	0
9—Save Character From Ruffians. Pick One Loyalty Counter.	+1
10—Swordsman. Gain Ten PP.	+1
11—Adventurer. Gain Fifteen PP.	+1
12—Hero. Gain Twenty PP.	+2

ART COLLECTING TABLE

The Baroque Era was an age of magnificence. Homes were not always comfortable nor conveniently laid out, as nobles strove to outdo one another in decoration, display and adornment. This was especially true in their choice of the furnishings and artwork to grace their mansions.

Cost: One IP

2—Expensive Forgery. Lose Two IP.	-2
3—Barbaric Taste. Lose Three IP.	-2
4—Kitsch. Lose Two PP.	-1
5—Strange Taste. Lose One PP.	-1
6—Expensive Taste. Gain One PP. Lose One IP.	0
7—Quaint Collection. Gain One PP.	0
8—Valuable Collection. Gain One PP & One IP.	0
9—Interesting Collection. Gain Two PP & Two IP.	+1
10—Famous Collection. Gain Three PP & Two IP.	+1
11—Rare Collection. Gain Three PP & Three IP.	+2
12—Exquisite Taste. Gain Five PP & Five IP.	+2

PRIVATEERING TABLE

The last part of the Seventeenth Century was a time of almost incessant warfare and piracy on the high seas. These circumstances allowed privately-owned vessels called privateers to profitably raid the shipping of other nations and pirates. Sometimes a privateering voyage was organized as a shareholding venture, with wealthy backers outfitting an armed ship and hiring a trustworthy captain to command it. The unfortunate Captain Kidd was one such captain, and his backers included four members of the English Parliament and the King himself. The following rules and table will allow players to emulate these Baroque magnates, taking the risks and profits of a privateering venture, while serving the interests of Fandonia.

A player may use the Privateering Table *only* on those turns in which there is an ongoing Foreign War or Pirates problem. The player may choose a "captain" for his privateer—either a Henchman from the Office Holder pile or an anonymous, non-card represented character. If an anonymous character is used, he has an Ability Rating of "3". If a Henchman becomes captain, the Henchman's Ability Rating is used whenever an Ability Roll is called for. Once a Henchman is made captain of the privateer, he continues in that role until the cargo is turned over to the player who originally sent him out, or until the voyage ends unsuccessfully. While he serves as captain it does not make any difference whether the Henchman has remained in his faction, or become neutral or enemy-aligned. Any change in status he has undergone becomes apparent only after the voyage ends. While at sea, the Henchman cannot take part in any other action, nor can he be assassinated. He still counts against the owning player's PP limit however.

The IP cost of initiating a voyage is paid only at the start of the voyage, although the voyage may last several turns. In turns subsequent to the launch of the privateering venture, rolling on the Privateering Table does not cost additional IP, nor does it count against the limit of possible activities the player may undertake in his turn. On the other hand, rolling *each* turn on the Privateering Table is mandatory as long as the ship is on the "high seas". This free, mandatory roll is the *first* activity the player does in his player turn.

While the ship is on its cruise, it will probably capture "prizes". The loot from these prizes becomes the "cargo" of the privateer. The cargo stays with the privateer until it comes back to a Fandonian port. When it comes to port, it ceases to be cargo and is added to the IP total of the controlling player. The new IP are received in time to be used in the same player's turn.

The privateer returns to a Fandonian port immediately if there ceases to be a Foreign War or Pirates problem. The privateer will also return if the player achieves a dice roll result of "7" ("Ship Comes In.") on the Privateering Table. It is possible for a privateer to be lost in action, or lose part of its cargo in a storm before it can return to Fandonia.

A single player may not have more than one privateer in action at the same time. If one's voyage ends—either successfully or unsuccessfully—the player may launch a new venture (pay IP, appoint a captain) in the next player turn, providing there is an ongoing Foreign War or Pirates problem.

Cost: Five IP (*Initial Cost Only*)

2—Captain Turns Pirate. (<i>See 1 below</i>)	-1
3—Privateer Sinks. (<i>See 2 below</i>)	-1
4—Privateer Fights Enemy Warship. (<i>See 3 below</i>)	-1
5—Storm. (<i>See 4 below</i>)	-1
6—Empty Sea. No Prize in Sight.	0
7—Ship Comes In. Voyage Ends.	0
8—Small Prize Taken. Add Three IP To Cargo.	0
9—Large Prize Taken. Add Five IP To Cargo.	+1
10—Rich Prize Taken. Add Ten IP To Cargo.	+1
11—Treasure Ship Taken. Add Fifteen IP To Cargo.	+1
12—Treasure Fleet. (<i>See 5 below</i>)	+1

NOTES:

- The voyage ends; the captain (if a Henchman) is eliminated; the cargo on the privateer is lost; blame is cast on the PC (lose Three PP and be Accused of Wrongdoing).
- The voyage ends; the captain (if a Henchman) is eliminated; the cargo is lost.
- Roll less than the captain's Ability rating on one die and treat the event as "No Effect". Otherwise, the voyage ends, all cargo on the privateer is lost and the captain (if a Henchman) is captured (stuck abroad until there is no ongoing Foreign war or Pirates problem).
- Roll less than the captain's Ability Rating on one die and treat the event as "No Effect". Otherwise, half (round up) of the cargo of IP on the privateer is lost.
- The privateer automatically and immediately captures a prize of 15 IP for its cargo. It may attempt to capture additional prizes. Roll less than the captain's Ability Rating on one die and capture a second prize. If a second prize is captured, another Ability Rating roll may be made to capture a third prize. Up to three prizes of 15 IP each may be captured in a single turn.

SMUGGLING TABLE

The Baroque Era was a time of high trade duties and, consequently, of widespread smuggling. Governments expended considerable effort to suppress the clandestine trade, but the smuggling gangs were tough and clever, bribing officials and protecting their secrecy with violence. Sometimes adventure stories and films portray these smugglers as Robin Hood types, sometimes as brutal thugs. As often as not, a highly-placed personage was the true mastermind behind the gang. Those players who want to take high risks for high profits are free to do so.

Cost: Four IP

2—Caught Red handed. PC Goes To Trial. Lose Five PP.	-2
3—Incriminating Evidence Found. PC Accused of Wrongdoing.	-2
4—Accused of Wrongdoing.	-1
5—Contraband Burned To Avoid Capture.	-1
6—Black Market Glutted. Gain Three IP.	-1
7—Break Even. Gain Four IP.	0
8—Small Profit. Gain Five IP.	0
9—Fair Profit. Gain Six IP.	+1
10—Good Profit. Gain Eight IP.	+1
11—Big Time Operator. Gain Ten IP.	+1
12—King Of The Smugglers. Gain Twelve IP.	+2

SCHOLARSHIP TABLE

Free time and education allowed a few of the better spirits amongst the Baroque nobility to speculate on the old classics and the new sciences. History, religion, natural studies and other fields were open for a learned and wealthy individual to explore—in this way earning prestige as a thinker.

2—Contradict Religious Teachings. Roll On Scandal Table.	-2
3—Crank Theory. Lose Three PP.	-1
4—Refuted. Lose Two PP.	-1
5—Divisive Controversy. Lose One PP.	0
6—Muddled Thinking.	0
7—Conventional Thinking. Gain One PP.	0
8—Fresh Insights. Gain Two PP.	0
9—Important Find. Gain Two PP.	0
10—Landmark Discovery. Gain Three PP.	+1
11—Consulted By Experts. Gain Five PP.	+1
12—Honored By Monarch. Gain Five PP & Three IP.	+2

Bribery

From time immemorial, government has given venal individuals the opportunity to misuse their public trust and enrich themselves by accepting bribes. At the same time, private persons and groups have been able to take advantage of dishonest office holders and gain favor for themselves (whether worthy or not) in return for gold. While, historically speaking, political standards have never been too high, the Seventeenth and Eighteenth Centuries were periods of particularly profligate corruption. The option herein introduced develops this regrettable, but important, fact of political life.

Taking Bribes

A PC who holds an office or counselorship may—as a free activity that will not count against his total number of permitted activities—solicit one bribe per turn. To solicit a bribe, the player announces the amount (from one to six IP) that he wishes to illegally receive that turn. Then a die is rolled. If the result of the die roll is greater than the demanded bribe, the player adds the IP of the bribe to his total. If, however, the result is less than or equal to the demanded bribe, the IP are *not* received. Instead, the PC is subject to a denunciation for corruption (accused of wrongdoing). Additionally, each IP which he demanded in bribery that turn is used to help convict him. Add the amount of the demanded bribe to the Wrongdoing die roll (23.1). If this die roll sends the PC to a hearing (26.1), add the amount of the demanded bribe to the hearing dice roll. Should the PC finally go to trial, the amount of the demanded bribe is *not* a factor.

Bribing Office Holders

Once each turn, the player may attempt to bribe a NC Office Holder (a Minister or Ambassador). In order to bribe the NC, the player announces the character he is trying to bribe as well as the

amount of the bribe (in IP). Then a die is rolled. If the result is less than or equal to the amount of the IP offered as a bribe, the bribe has been accepted (and the offered IP is deducted from the player's total). If, however, the result is greater than the amount of the bribe, but is less than "6", the bribe is rejected and no bribe is paid. If the result is "6", the bribe fails and the attempted transaction becomes an open scandal. The NC Office Holder is accused of wrongdoing, as is the PC or Henchman who tendered the bribe. The amount of the tendered bribe is used to modify the wrongdoing die roll (23.1) and the hearing dice roll (26.1) for both the exposed bribe-giver and the bribe-taker (should the case go to a hearing).

The player may attempt to bribe a NC Office Holder at any point of the game turn in which it may prove useful. An NC Office Holder who accepts a bribe will give the Monarch any counsel the bribe-giver wishes, as long as it is an appropriate one for that point in the game. Alternatively, the player can cause the NC to modify a problem-solving die roll by +1 or -1—providing that the rules permit the holder of the bribed office to modify the die roll for that particular problem. (For example, the High Minister can modify the die roll for a Banking Crisis—but the Minister of Justice cannot.)

The PC or henchman who offers the bribe must be in the same country as the official he is trying to bribe.

Each NC Office Holder may be bribed successfully only once per game turn, although any number of attempts may be made until this occurs.



AH Philosophy . . . Cont'd from Page 2

with new ones. In simplifying the game system, and making it more accessible, we expect it shall become far easier to issue new mapboards, scenarios, and a host of other accessories at a greatly enhanced pace. For those who take the time to learn (or relearn) the system, rich gaming experiences lie ahead.

At this time, *ASL* has not yet entered the rather extensive playtest that I feel is necessary—and will not for some months. Hence, I've no projected date of release yet in mind. However, these pages will keep you informed of progress.

Don Greenwood

For *WESTERN CAMPAIGN*, sister game to *RUSSIAN CAMPAIGN*, the map and land unit OB are ready to be playtested, but the air and sea modules are still being refined. The map runs from Liverpool to Damascus and is designed to "mate" with that of *TRC*, so that the two can be played together as one giant game. Play runs from May/June 1941 (possibly March/April) to June 1945. The design forces the players to spend the early part of the game preparing for the climactic struggles of 1943, 1944 and 1945. The sea/air modules will allow the players to develop their own preparations while interfering with enemy preparations. Assuming that the air/sea modules proceed with a reasonable amount of difficulty, *WESTERN CAMPAIGN* should go into general playtest in the mid-Fall, and should be released at the next *ORIGINS*.

The *MAGIC REALM* second edition rulebook should be ready to playtest around the early part of October, and should be released next March (1984). It features rules in English (*how about that!*) and some improvements in search procedures, combat and victory conditions. It also features a number of charts and tables for quick reference.

The *SECOND BULL RUN* gamette (an oversized variant of *BULL RUN*) is in local playtest and will enter mail playtest this Fall. This is *BULL RUN* with hidden movement, searching, a new set-up and three times the army strength on each side. The game starts with Jackson's Corps hidden somewhere on the *BULL RUN* mapboard on the morning of August 28th, as numerous Union columns swarm onto the board to find and fight him before Longstreet's Corps can intervene; play ends at dusk on August 30th, when both sides must resupply. This gamette is for the dedicated gamer

who would like to see *BULL RUN* with larger armies; it has a projected playing time of 8-10 hours. It is scheduled for sometime next year (this is a "back-burner" project, but it is about done).

Richard Hamblen

I am generally reticent about presenting information concerning new projects, and not because I don't think it interesting or that the readers don't deserve to know. I just prefer to avoid creating an opportunity for disappointment. There are so many details to work on in each game that there is often much alteration between promise and delivery. I'd rather not speak until I'm sure of what I say. However, if you can accept the irrefutable nature of this kind of report, I will proceed:

RENAISSANCE: I have assumed the mantle of Alan R. Moon and have volunteered to finish the work on this. Not that there is much left for me to do. Both the mapboard and the counters have been printed and are ready to be assembled. Rather, my concentration is directed toward the rules and play-balance of the scenarios. Here I am having slight difficulty. The game portrays the political and military activities of Europe and North Africa during the early Sixteenth Century. Players direct leagues of countries with similar self-interests in diplomatic and militaristic struggles for dominance of the continent. The power and opportunities of some of the leagues, however, are greatly in excess of that of others. As of this writing, I am laboring to remedy the imbalance. Overall, it is a very exciting game with lots of action and intrigue.

MEDITERRANEAN WAR: The veterans among the readership should remember this title from several years ago. It certainly has had an "up and down" existence thus far. I think, though, that upon completion of *RENAISSANCE*, it will finally get its chance. In concept, *MEDITERRANEAN WAR* is intended as a combined arms game with equal attention placed on the land, sea and air elements. The game board will center on the Mediterranean and spread from Gibraltar to Syria, and from the Alps to the Sahara. Although a monster game in size, every effort will be directed toward keeping the mechanics as clear and simple as possible. I, and my co-designer Richard Hamblen, are very excited about this design and I think that excitement will be evident in the finished result.

Mick Uhl

Activities

Counselor's Influence Table

The standard rules allow the activity of courting the favor of a Friendly-Aligned Royal Character (13.4.4). In this variation, we recognize the Monarch himself as a source of political influence. A PC with the ability to Counsel the Monarch may take advantage of his intimacy to win the Monarch's favor and support. Treat this as a new Activity.

- 2 — Monarch Repelled By Sycophantry. Lose Office/Counselorship & One IP.
- 3-4 — Monarch Is Disenchanted. Lose Office/Counselorship.
- 5 — Monarch Is Reserved. No Effect.
- 6-7 — Monarch Is Affable. Gain One IP.
- 8-9 — Monarch Is Friendly. Gain Two IP.
- 10-12 — Monarch Pledges His Help. Gain Three IP.

Counseling

A Counselor card bestows a status increase of +2 as long as a character possesses it.

Over the next twelve months I've tentatively scheduled five major and several minor projects:

PANZERGRUPPE GUDERIAN: With the resignation of Joe Balkoski, the responsibility for AH's edition of this SPI classic fell to me. The map will be shrunk slightly to conform to our standard board size. Our standard counter sheets have 260 counters, 60 more than SPI had. We will be adding additional markers: disruption, out-of-supply, victory point control, and railheads. Russian armor and mechanized units will have the same symbol on their untried side. The rules will be expanded slightly to allow for more clarification of some points. To be released February 1984.

DEVIL'S DEN: This ex-OSG design will also have its map shrunk slightly. The counters will be reorganized and may look somewhat different. Unless Dr. David Martin would like to make some changes, the order of battle and unit strengths will not change. The rules will be completely rewritten and will include all known errata. We are going to attempt to simplify the command rules to something similar to the system used by original designers Martin and Millman in their battle of New Market game. To be released February 1984.

1830 is the working title of a railroad game based on the development of the northeastern US/Canada railnet. The designer is Francis Tresham, innovative designer of *CIVILIZATION* and *1829* (based on the development of English railroading and my personal favorite game of all-time). Mick Uhl and I are jointly responsible for this project. Playtesting continues here in Baltimore and in England. To be released at *ORIGINS '84*.

NAPOLEON AT LEIPZIG: This large (two map) ex-OSG Napoleonic design is scheduled for release at *ORIGINS '84* also. No work has begun on the AH version as yet. We will probably reduce the map size, and virtually redo the counters. The rules require a rewrite. My labor on this should commence soon.

My fifth major project has not yet been decided upon. R&D Director Don Greenwood and I will be discussing this more in the near future. We would like to put out a new WW2 design, but we have some other projects now shelved that I may dust off. I have also been enlisted to revive and oversee the *STARSHIP TROOPERS* second edition, which will be the work of Jim Stahler and Chester Hendrix. Any comments on any of the above projects directed to me are welcomed.

Bruce Shelley



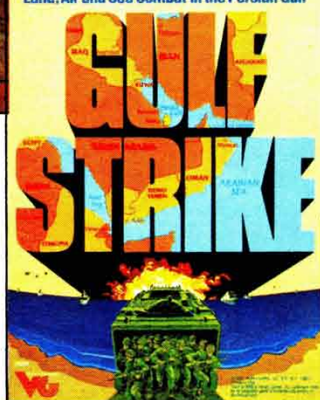


Victory Games ...

THE CIVIL WAR 30003
\$18

NATO: The Next War In Europe 30004
Playable in one sitting, this game presents a future NATO/
Warsaw Pact confrontation in Central Europe \$15

Land, Air and Sea Combat in the Persian Gulf

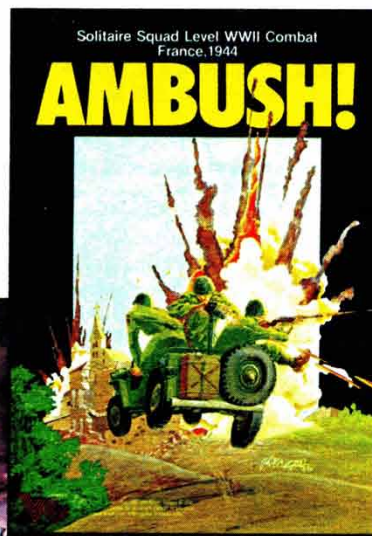
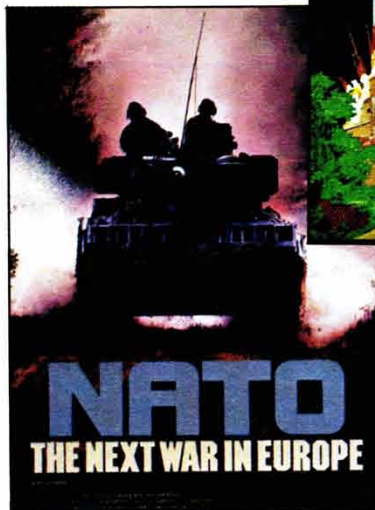


GULF STRIKE 30000
Land, Air and Sea Combat
in the Persian Gulf \$30



HELL'S HIGHWAY 30002
Operation Market Garden \$20

HELL'S HIGHWAY
Holland, 1944
Operation Market Garden

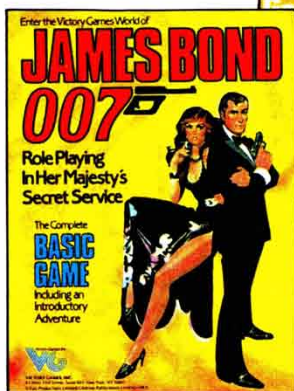


AMBUSH! 30001
The unique solitaire game of
small unit tactics during World
War Two \$24

Enter the Victory Games World of

JAMES BOND 007

Exclusive Foreign Distributors:
UK: AVALON HILL GAMES,
650 High Road, North Finchley,
London N12 0NL, England,
telephone 01-445 3044
AUSTRALIA: JEDKO GAMES,
18 Fonceca Street, Mordialloc
3195, Victoria, Australia,
telephone (03) 580 9955
JAPAN: POST HOBBY,
26-5, 5-Chome, Sendagaya,
Shibuya-Ku, Tokyo, Japan,
telephone (379) 4 0 8 1



BASIC GAME
\$9.95
Q MANUAL
\$9.95
BASIC SET
\$12.95
GOLDFINGER
\$6.95
OCTOPUSSY
\$6.95
GAMESMASTER
PACK
\$8.95

Role Playing In Her
Majesty's Secret Service

From the company
that makes it happen



Victory Games, Inc.

43 West 33rd Street, New York, NY 10001 (212) 563-2630/2633

©Danjaq S.A. (1961)
©Eon Productions Limited/
Gildrose Publications Limited (1983)

To the Editor:

There are two basic reasons for this letter regarding the recent PBM system for *VICTORY IN THE PACIFIC* that was published in *THE GENERAL* (Vol. 19, No. 6).

First, since I moved between the time of submission and its publication, I would like to provide a current address for those with questions and SASEs. It is:

5701D River Run Trail
Fort Wayne, IN 46825

Secondly, as much as I appreciate the kind words at the beginning of the article supplied by the editor, some clarification is needed. I initially had acknowledged the help of other players in testing the system and developing it, in particular Steve Resman of Replay fame (or infamy). To be more specific than I was in these, much of the credit for the system belongs to Steve. He originated the basic idea for the system. I took his outline and more or less "fine-tuned" it into the form that was presented. For a variety of reasons, including the facts that I have occasion to write more frequently and can type, we agreed that I would write it up and pass it along to Avalon Hill. His input was such that I could not ethically have submitted it without his agreement. Our basic hope was to attract more PBM players to a game that we both enjoy. Thus, in this letter I would like to give credit where credit is due.

I would also like to note the other players who helped work out the difficulties in the system. They were Dave Sinay and Jim Winslow. Thanks.

Jim Lutz
Fort Wayne, Indiana

★★★★★

Dear Mr. Greenwood:

I find the totally gratuitous *UP FRONT* cover illustration to be extremely offensive. What troubles me even more, because it forces me to question your good intentions, is that I can't imagine how Avalon Hill could have failed to recognize the offensive nature of this illustration prior to publication.

I shouldn't need to tell you that the SS was not just another of the many combatants in the Second World War. The revulsion against the SS shared by civilized people the world over is richly deserved. And please spare me fairy tales about the lily-white Waffen SS—they are not true. To Hitler, the Waffen SS troops were unique because of their "political reliability". While there were many aspects of this, the primary quality was a higher level of political self-motivation among the officers and men than was found in any comparable institution of Nazi Germany. I, for one, am not at all surprised that the dynamism engendered by ideological fanaticism made its mark on the battlefield as it did in the death camps. Both were symptoms of the same disease. Manstein, who finds ample space in his memoirs to condemn Russian war crimes, praises the Waffen SS for their "verve in the attack?" You too?

In conclusion, I am left with a very bad taste in my mouth. Your prompt intervention to recall this game box from retail outlets and explain in *THE GENERAL* in frank terms how this event occurred would enable me to retain the regard which I have for your company and its products. Personally, I cannot continue to be your customer and subscriber if you do not. Above all, someone at Avalon Hill must take editorial and policy responsibility to deal with this unfortunate situation. I strongly believe that your integrity is on the line.

Paul Teitelbaum
Brooklyn, New York

I do not care to discuss the relative merits of the SS other than their existence as an elite military formation. The inclusion of an SS trooper on the cover was not planned, but the choice of the artist. The receipt of the artwork came too close to the publication date to allow a change, even if one had been contemplated. Nor is this the first SS trooper to appear on a box cover, merely glance at the cover for *SQUAD LEADER*.

★★★★★

Dear Mr. Martin:

I have received and reviewed the March-April 1983 edition of *THE GENERAL* and feel, as usual, it is a superb publication. I was most impressed with Seth Owens' article "A Historian's Guide to Avalon Hill Wargames —

Letters to the Editor ...

One Man's Views" and the nice review given in the article to my *TOBRUK* game of 1975. In writing this review, however, I believe that Mr. Owens may have overlooked an aspect of the game in making the comments in the morale that there seemed to be an inconsistency in the morale rules which allowed units to benefit from the proximity of other friendly units, even if they were seriously depleted by casualties previously incurred. The purpose of this letter is to clarify this seeming inconsistency.

Mr. Owens supports his contention by using a simple illustration—that of a single squad of six-man strength being "... in a more precarious morale situation ..." than any of three other squads (assumed within morale support proximity) of only two men apiece. On the surface, his contention is absolutely correct; there is no correlation in the game between the number of surviving personnel in a unit and the morale bonus it gives to other friendly units in the area, and this is exactly the way I intended the rule to be played when I wrote the game.

Why? On page 32 of the rulesbook (pp E.2) it is stated clearly that it is assumed that automatic weapons in a unit will always be picked up and used by remaining personnel as casualties ensue. In addition, it is assumed that HQ units, crews, etc., are attrited so that leaders—or acting leaders—are last to be hit. This may be an unrealistic assumption and I should have mentioned it in the rulesbook (I forgot), but I believe it is acceptable in a wargame because it applies more or less equally to both sides and, therefore, may be regarded as a "compensating error". Together the two assumptions mean that almost any friendly unit, no matter how strong, will possess either an automatic weapon or a leader or both. This is the reason why, to use Mr. Owens' analogy, three depleted squads may indeed be in a more favorable position for morale purposes than a single one of greater strength. Repeatedly throughout the descriptive literature, especially that of S.L.A. Marshall, it is stressed that the presence of crew-served weapons and leaders dictates the morale state of personnel under fire and this is what I attempted to portray in the *TOBRUK* rule. I've never claimed perfection in this or any other of the game's rules but, as Mr. Owens kindly points out in his article, I have tried to think out as many as possible in such a way that they may be defended convincingly.

Hal Hock
Bethesda, Maryland

★★★★★

Dear Mr. Owens:

I enjoyed your article, "A Historian's Guide to Avalon Hill Wargames", and I pretty much agree with most of your ratings. However, I believe that you underrated the tactics and strategy of *D-DAY* while overrating *FORRESS EUROPA*.

When I rewrote the rules of *D-DAY* to create *D-DAY 77*, I didn't want to change the counters or mapboard, so that gamers would only have to buy the rules to update their old version of *DD*. I must agree with you that the Order of Battle is very defective; and the board has some problems, too. Examining the Michelin road map of France, it is apparent that the *D-DAY* map left out a number of important cities that are in *FE*, and that *FE* is more accurate in the area of Sete (which however is a small town and shouldn't be represented by a city). On the other hand, *D-DAY* is more accurate in the placement of the mountains around Grenoble, and Paris is a huge city and deserves to be there.

As far as the rules go, *FE* added a lot of rules that aren't in *D-DAY*, but that doesn't mean that it is more realistic. For example, *D-DAY* gives the Germans no paratroop capability, which is certainly more realistic than the airborne drop given the Germans in *FE*, which is just plain silly. This was probably done to give the Germans more options and open up the game a little bit, but it is not historical; witness Von Der Heyte in the Battle of the Bulge. The Germans couldn't land even a battalion.

I like the Allied air missions in *FE*. I wish that I had put more missions like that into *D-DAY*. However, the Luftwaffe is much too strong. Their capability to interfere with Allied air missions was negligible, the best they could do was to shoot down bombers over Germany. The Allied air did complete mastery of the skies. It would be a better

simulation to leave out the Luftwaffe completely, or at most to give them a few ground support missions during overcast weather only, when the Allied aircraft were grounded in England. Bruno Sinigaglia states that his *BATTLE OF THE BULGE* research indicates that the Luftwaffe, in their big air offensive during the Bulge, could only make ground attacks early in the morning, before the Allied fighters arrived from Britain, and then flew home. *FE* definitely overstates the power of the Luftwaffe.

FE also leaves out a critical factor in the supply rules that *D-DAY* includes. This is the importance of the length of the supply lines of the Allied troops. In all my reading of accounts of the Battle of France, supply line length is always mentioned as a major reason why the Allied breakout was halted. *D-DAY* handles this simply by limiting the useable ports to those occupied by HQs, and limiting the distance a port can supply units, depending on the number of HQs "working" the port. *FE* totally ignores this crucial factor.

I believe that *FE* overstates the power of the German fortresses. You complained about the A Elim result at 2-1 in *D-DAY*. I can't defend that, but note that the weakest German unit in the *FE* defending against an invasion by the strongest Allied units, supported by all the naval factors and aircraft in the world, still has a 1/6 chance of eliminating the Allied troops if the defender is in a fortress. Play out that one in *LONGEST DAY*.

You already pointed out the stacking problems in *FE*. Most of the battalions, regiments, and brigades in *FE* really have no place in a divisional game. Certainly the stacking and supply rules don't take the smaller units into account, and the US recon units cannot perform their historical function in *FE*.

I believe that the overall flow of the game actually models the historical campaign better in *D-DAY* than in *FE*, and the strategic options are about the same in both games. I can perhaps agree with giving *D-DAY* a 2 in Tactics (although I think that a 3 is more accurate) and *FE* a 4 (double impulse and step losses are an important improvement). However, *D-DAY* deserves a 3 or 4 in Strategy, and *FE* should get no more than a 3. German paratroops in 1944, honestly!

Jim Stahler
Falls Church, Virginia

★★★★★

Dear Editor:

I have followed with interest for some time now the continuous debate in this publication over the proper trade-off of realism vs. playability, and feel compelled to add a few comments of my own. However, I find it hard to take sides since both viewpoints seem to expect the game (which is, after all, merely an inanimate object) to make up for some deficiency of the players. On the one hand, advocates of playability find that increasing complexity detracts from the enjoyment derived from the game. They want the game to remain simple and thus expect it to compensate for their lack of mental acuity. On the other hand, the realism fanatics claim that the abstractions necessary to reduce the complexities of real life to manageable proportions also reduce their enjoyment of the game by denying them the details of how a specific outcome was reached. Not content with the results of combat, they want all of the details as well, and thus expect the game to compensate for their lack of imagination. Most of us probably fall somewhere between these two extremes; however I am most sympathetic to those who attempt to correct the problem by writing variants of particular games. At least they are doing something about the problem as they see it, but I believe they are still off their mark by concentrating on the game rather than the player. How do we improve the player? I have these suggestions.

First and most importantly, wargame players must think of themselves as tacticians rather than as chess masters. Wargames were originally intended as an exercise to allow leaders to practice military skills without the expense and mess of actual combat. This attempt to simulate real combat is what sets wargames apart from other games which are merely pastimes. Let me give an example. Lt. Lockwood's article "Africa Korps Theory" (Vol 17, No 3, 1980) was an excellent analysis of an old favorite of mine which I thought I had come to know after 14 years of play. While the article is very instructive, it has one

serious flaw. Throughout the article concepts and maneuvers are expressed in terminology borrowed from chess, even though in every case a perfectly valid and often more accurate military term exists to describe the concept under discussion. In all fairness to Lt. Lockwood, this practice appears commonplace in every edition of "The GENERAL". His was just a particularly striking example because of its otherwise excellent content.

The second way a player can improve himself is to study in detail the tactics and military organization of the armies. My initial impression of the game *NAPOLEON*, was that in the interest of simplicity, it had been made extremely unrealistic. I was disappointed in the game and consequently did not play it much. Some months later I happened to read a book on the Battle of Waterloo. After rereading the rules to *NAPOLEON*, I decided that the game was actually very realistic. The rules are an abstract representation of the tactics and technology of the period, just as a topographic map represents landforms without looking at all like an aerial photograph of the same terrain. The rules force the player to use Napoleonic tactics just as surely as the Emperor was forced to use those same tactics by 18th century military technology. Unsupported cavalry attacks stand no more chance of success in the game than did Marshal Ney's wild charges on the red-coated infantry squares in the actual battle. Thanks to a little extra study, I now think *NAPOLEON* is the best blend of playability and realism of the 22 wargames that I own.

Finally, the wargamer should accept the game system as it is and use it. He should worry about refining his play rather than improving the game. Phillip of Macedonia built an army, centered around the Hoplite heavy infantry, which his son Alexander the Great used to conquer the known world. Caesar, Hannibal, and Napoleon all used military organizations developed by others. In each case the skill of the tactician in the use of an existing organization was the key to success.

By diving into what has been essentially a two-sided argument with a third viewpoint, I have probably succeeded only in further muddying the water. But it's time to concentrate on the most crucial part of any game system, the PLAYER. The improvements in wargames between my first (*AFRIKA KORPS*) and my most recent purchase (*TOBRUK*) have been tremendous. Improvements in wargame players must be equally great and must go deeper than an increased ability to memorize increasing quantities of rules. It's time we started to educate ourselves, not just on military history or even tactics, but on how we think about the game and ourselves as players.

Russell Killebrew
Corpus Cristi, Texas

★★★★★

Dear Mr. Martin:

After perusing Mr. Oerther's letter in Vol. 19, No. 5, I feel that I must rise in defense of the *SL* system lest he (and others) think you merely parrot a company line.

He feels that revising is a sign of "incompetency" and "fraud". Perhaps he doesn't realize that the system wasn't designed to stand still. He feels that \$30.00 is too high a price for such evolution of a great game, hasn't he heard of inflation? *GI* introduced counters that were needed, new infantry squads, half-squads, and crew counters, a very complete American vehicle and ordnance inventory, Britain's Lend Lease armor, five new boards, and many new innovations to the *SL* game system. I hardly think thirty dollars too much for all the pleasure these will bring.

As for the *Advanced SQUAD LEADER Rulebook*, I am an advocate for it, and unashamed to say so and pay for the privilege. Quite simply, what is being done is the taking of four rulebooks and distilling them into one handy guide, a monumental task surely. I feel that the price, whatever it may be, will be a fair one to pay. If Mr. Oerther doesn't want the rulebooks and cares to continue to play his own version, that is certainly his prerogative. My only hope is that Don Greenwood will put his full energies into this after his vacation (developing *UP FRONT*). I'd like to say that the *SL* system is unique and innovative. It can only get better and better; the revisions and gamettes guarantee this.

John Ockelman
Eugene, Oregon

★★★★★

FREDERICK THE GREAT

5.4 Although not expressly stated, it is implied that movement into an enemy-occupied hex does not freeze these enemy units in that hex. Am I right in assuming that a force may move out of a hex during its Forced March Phase?

A. Yes, the option to do so is a key to the game.

9.22 Is two subtracted from the Combat Resolution die roll for combat occurring on a mountain hex with a mountain pass hexside if the attacking force entered through the pass hexside? Would two be subtracted if the attacking force did not enter through the pass hexside?

A. Yes to both questions.

9.51 Can a retreating force expend more than six Movement Points?

A. No.

11.13 Does a demoralized leader retain his Defense Bonus?

A. Of course.

17.0 Does the doubling of Victory Points subtracted for lost SP apply to the Allied player only for Prussian SP or for all SP lost, regardless of nationality?

A. Just for the Prussians.

17.9 Scenario: Only the four French SP are listed as reinforcements in the rulebook, yet the Scenario Track lists four Hanoverian and four Austrian SP as reinforcements on Game Turn 4. Which is correct?

A. The Scenario Track on the map is correct.

THE QUESTION BOX

DOWN WITH THE KING

8.4.5 The characters 45-55 have the ability to modify Problem-Solving die rolls just like Office Holders. Do they retain this ability even if in hiding, banishment, imprisonment or abroad?

A. No.

13.1 Is a PC who is banished or in hiding still limited to only one activity even if he should win additional activities from a Prestige Table?

A. Yes.

14.5.16 Does the Port Guards card have any effect on a character who is escaping from imprisonment?

A. Yes. Normally escape from imprisonment allows one to escape abroad. The use of the Port Guards card against the escapee prevents him from leaving Fandonia. He is then considered to be hiding inside Fandonia.

15.9 The rule reads "Once a player has made each counsel on a table, he may make any counsel on that table on any turn thereafter." Does this mean, for example, should he have given all four counsels for the "Pirates" Political Problem, he might thereafter, if he wants to, give the first counsel, "Discharge the Minister of the Navy" each subsequent time he counsels from the Pirates Table?

A. No, he may not give a counsel for the third time unless he has given all the other counsels on the table at least twice—and so forth.

24.1 Am I right in assuming that a character may go into hiding in any phase of the game turn and that more than one character may go into hiding at the same time?

A. Yes.

24.1 If a player announces an assassination attempt against a character, may another player avoid the attempt by putting the endangered character into hiding?

A. No. If a player suspects an assassination attempt is imminent before it is actually announced, he may put his character(s) into hiding, but once the attempt is announced against a specific character, the assassin is assumed to strike without warning—giving the character no time to hide.

24.2 The rules state that a player cannot go into hiding and come out of hiding in the same turn. I assume that he cannot come out of hiding and go back into hiding on the same turn either.

A. Yes.

29. May a player use an Escape card to allow a character to escape from a country in which he is banished?

A. Yes, the rules do not specifically mention this, but it is logical. However, the benefits that accrue from escaping banishment are dubious. An escapee is a wrongdoer who may be extradited. A PC cannot function better in hiding than he can in banishment.

29.7 The rule says that a banished character is a "wrongdoer". This doesn't mean he can be extradited for re-trial, does it?

A. No. The term "wrongdoer" here and in 30.8 are misleading. Such characters are already paying the price for wrongdoing. Only if such characters escape banishment do they become true "wrongdoers" subject to all rules for such.

29.9/30.10 Both these rules end with the parenthetical statement, "he automatically dies at the end of all Player Turns". Does this mean there is some unstated number of turns after which a banished or imprisoned character cannot survive?

A. No. This is a non-statement; it may be stricken from the rules to avoid confusion. "All Player Turns" means "at the end of the game", at which point a character's survival or death is irrelevant.

Q. On the new Interrogation Table, if a "6" is rolled does the original FAC go to trial as well as two other FACs being accused of wrongdoing?

A. Yes, all three are tried.

Q. Surely, under the new Interrogation Table it could be possible for a player's whole faction to eventually be accused of wrongdoing; right?

A. Yes, such is the way of conspiracies. When they start to unravel, they can go all the way.

FREDERICK THE GREAT

The Campaigns of Prussia's Soldier-King

\$12.00

The first of our titles to be interested in the updated RBG marks an outstanding addition to our line of wargames. *FREDERICK THE GREAT* seems to have, in the collective judgment of our respondents, a number of good qualities and no bad points. Truly, the ratings in all categories compare well with those of our other, elder titles; in all but the categories Components and Counters, the survey results for *FRED* are significantly lower than the average (see Vol. 20, No. 1). It would appear that a fine game has gotten better as well as bigger. Consequently, it is now ranked 16th on our ongoing list.

Among the title's many outstanding features must surely be its "Completeness of Rules", "Playability", "Play Balance", and "Excitement Level". These indicate that the scenarios of *FREDERICK THE GREAT* are finely tuned challenges for the true gamesmen among our readership. And, as a bonus, the design recaptures the flavor of the period very well—with a remarkable "Authenticity" rating for a game of such elegant simplicity. Another strong point, many of the scenarios are playable to conclusion in but two hours (and seem ideally suited for PBM). Only in the realm of components did the ratings show anything but excellence. Mr. Sperdakos, has made mention

of the dislike of some for the new counters; on the other hand, the ratings for both the AH mapboard and player's aids are superior.

The complete ratings for *FREDERICK THE GREAT* are as follows:

Overall Value: 3.00
Components: 3.41
Map: 2.91
Counters: 3.42
Player's Aids: 2.52
Complexity: 3.16
Completeness of Rules: 2.93
Playability: 2.58
Excitement Level: 3.19
Play Balance: 2.83
Authenticity: 2.75
Game Length
 Shortest: 2 hrs., 2 mins.
 Longest: 4 hrs., 7 mins.
Year: 1983
Sample Base: 58

The following Avalon Hill games are ranked by their reader-generated overall Value rating. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where the title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that the Game Length categories are measured in multiples of ten minutes (thus, a rating of "18" equates to three hours).

WARGAME RBG

Title	Overall Value	Components	Complexity	Completeness of Rules	Playability	Authenticity	Game Length Shortest	Game Length Longest	Year	Sample Base
1. GI	2.02	1.93	10	3.01	3.38	1.88	12.84	35.33	1982	264
2. COI	2.06	1.95	9	3.29	3.13	1.99	11.61	29.27	1978	532
3. 3R	2.21	2.67	10	3.81	3.40	2.73	25.94	69.24	1981	273
4. COD	2.23	1.97	10	3.12	3.08	1.85	12.15	30.20	1980	224
5. TRC	2.29	2.53	4	2.52	2.12	3.11	17.44	37.74	1976	540
6. SL	2.31	2.09	8	3.48	2.87	2.45	10.17	27.90	1977	680
7. WS&IM	2.53	3.04	6	2.93	2.67	2.39	7.01	34.90	1975	464
8. W&P	2.61	2.76	5	3.46	2.93	3.04	13.04	57.19	1980	374
9. BB'81	2.67	2.46	4	2.53	2.94	2.91	19.62	35.09	1981	277
10. TLD	2.68	1.95	8	3.72	3.54	2.04	24.44	170.68	1980	119
11. VITP	2.72	2.86	2	2.89	2.22	4.52	16.96	22.36	1977	420
12. CAE	2.85	3.01	4	2.32	2.89	2.52	25.14	32.57	1976	252
13. SON	2.92	3.03	10	3.72	4.09	1.92	29.50	81.78	1981	123
14. SOA	2.97	2.79	3	2.73	2.41	3.88	18.22	22.57	1981	232
15. FE	3.00	2.72	7	3.21	3.21	3.00	21.17	49.05	1980	345
16. FRED	3.00	3.41	4	2.93	2.58	2.75	12.25	24.67	1983	58
17. SUB	3.08	2.64	8	3.13	3.08	2.74	9.41	26.15	1978	281
18. MD	3.13	3.51	3	2.80	2.21	3.44	14.75	20.74	1964	395
19. AZ	3.17	2.72	7	3.18	3.86	2.68	18.63	63.40	1978	292
20. PL	3.19	2.94	7	3.31	3.13	3.50	9.49	25.80	1974	479
21. 1776	3.21	2.97	7	3.09	3.03	3.10	10.16	45.09	1974	373
22. FT	3.23	3.12	10	3.22	3.67	3.16	24.51	57.39	1981	196
23. PB	3.35	3.08	6	3.73	2.90	3.94	10.35	23.07	1970	448
24. BIS	3.45	2.96	6	3.43	3.25	3.06	12.41	26.35	1979	248
25. AAOC	3.52	2.95	5	3.02	3.26	3.07	15.52	26.53	1978	239
26. FITW	3.53	3.14	4	3.17	2.94	3.72	16.14	30.01	1981	100
27. CL	3.54	3.35	5	3.15	3.33	3.79	12.53	25.53	1975	136
28. DL	3.61	4.02	7	3.85	3.22	3.29	6.66	19.94	1981	120
29. GOA	3.66	3.37	5	3.67	3.79	2.98	18.68	60.06	1981	297
30. WAS	3.71	3.67	1	2.48	2.37	5.98	9.09	12.71	1976	396
31. GE	3.72	3.12	6	4.64	4.41	2.84	13.25	57.13	1977	248
32. AF	3.74	4.16	7	3.98	3.34	3.35	5.61	16.02	1980	192
33. AIW	3.74	3.05	8	2.92	3.52	3.06	8.69	25.36	1977	308
34. LRT	3.75	3.60	4	3.53	3.39	2.96	13.04	17.00	1982	56
35. TR	3.80	3.76	3	3.33	3.60	3.70	9.51	25.79	1980	72
36. WAT	3.83	4.17	2	2.95	2.64	5.00	17.08	23.13	1962	296
37. NP	3.87	3.29	3	3.27	2.56	4.89	9.69	14.40	1978	159
38. AK	3.92	4.38	2	3.30	2.48	5.09	14.49	19.13	1964	492
39. AL	4.03	4.05	5	3.69	3.18	3.57	12.34	17.93	1974	217
40. TB	4.06	3.53	7	3.48	4.47	2.50	11.28	32.50	1975	304
41. RW	4.14	3.14	5	3.32	2.91	3.98	4.22	21.15	1973	311
42. JU	4.17	3.20	6	3.61	3.83	3.22	16.01	36.66	1974	193
43. PAA	4.17	4.24	5	3.79	3.99	3.70	15.51	25.24	1981	144
44. DD	4.22	4.07	2	3.04	2.88	4.64	17.54	26.25	1977	367
45. CH	4.39	3.80	4	3.35	3.52	4.67	14.76	24.96	1961	140
46. STAL	4.39	4.29	2	2.88	2.75	5.83	20.57	28.85	1963	320
47. LW	4.45	3.75	5	3.77	3.79	4.79	13.36	34.14	1971	372
48. FR	4.79	3.49	4	3.47	3.75	4.06	16.27	26.95	1972	244
49. BL	4.73	4.16	7	3.65	3.77	5.27	20.43	41.44	1965	336
50. TAC	5.62	5.25	1	2.79	3.23	6.34	11.70	19.29	1961	285

COMING UP
NEXT TIME



An avowed experiment by this editor, the evaluation of Vol. 20, No. 1 by the readership brought forth a mixed response. Certain to appeal to the numerous *SL* fans, it was also apparently well-received by others. It was, without a doubt, the most concentrated consideration of any title yet given in these pages. As such, it drew a respectable 3.08 overall rating. Mr. Medrow's and Mr. Nixon's articles on *G.I.* dominate the polling, both being rated very closely and together sure to make this issue a collector's item in the near future. The ratings for the individual articles, based on a random sampling of 200 responses, are:

ANVIL OF MY EYE	338
FIRST IMPRESSIONS	310
G.I. DESIGN TEAM REPLIES	217
GLASS ANVIL	124
GUN DUELS	80
SERIES REPLAY	76
AH PHILOSOPHY	55

Mark Nixon's humorous look at playtesting, "They Shall Be Playtesters" (Vol. 19, No. 3), has brought him the Editor's Choice Award for best article of the past year. It would appear that his sardonic look at this aspect of the hobby tickled the fancy of many readers; the nearest competitor for the award was several percentage points distant. Mr. Nixon thus earns a \$100.00 bonus and a lifetime subscription to *The GENERAL* for his effort. The nominees, and their percentage of the total votes received, are as follows:

THEY SHALL BE PLAYTESTERS	
by Mark Nixon	28.0%
THE LONGEST DAY	
by Jim Burnett	20.2%
BATTLE OF THE BULGE	
by Bruno Sinigaglio	14.0%
PLAYING BOTH SIDES OF THE ELBE	
by Steve McHenry	14.0%
QUIZ ON BASIC INFANTRY TACTICS	
by Bill Nightingale	12.3%
VITP PBM WITH SI-MOVE	
by James Lutz	6.0%
DIPLOMACY IN THIRD REICH	
by Larry Bucher	5.5%

The latest batch of correspondence brings the results of the 2nd Annual *SQUARE LEADER* Open, held in Atlanta on the first weekend of September. *SL* player *par excellence* Don Munsell repeats as the winner of the Open; he is followed by Jim Graham in second place, Kay Woloszyn in third, and Bill Thomson in fourth. Despite standings, it proved to be a fine opportunity for all embroiled in the throes of *SQUAD LEADER* and its offspring to polish their skills.

The membership of Le Marshalate have good reason to be proud of their club 'zine *Lines of Communication*. This literate and eye-pleasing publication is the official organ of an extremely active group of serious gamers in southern New Hampshire. Containing "After Action Reports" (players' reports on recent games), "Player Profiles", articles and reviews on games and books, the 'zine has survived six years due to the fine efforts of its editor, John Czeciuk. Players in New England interested in learning more about Le Marshalate or *Lines of Communication* (subscription rates are \$5.00 for twelve issues of this monthly periodical), are urged to contact Mr. John Czeciuk, 462 Blodgett Street, Manchester, NH 03104.

For *DIPLOMACY* players devoted to the many variants of that classic, there is the periodical *Bushwacker*. This small 'zine is the third oldest

Infiltrator's Report

continuously published 'zine for the hobby in North America, giving it a heritage and respect shared by few. Published on a monthly basis, it is available as part of the fee for players involved in its current crop of ongoing pbm games; alternatively, it may be had for a year for the price of \$4.00. Those interested are encouraged to contact Mr. Fred C. Davis, Jr., 1427 Clairidge Road, Baltimore, MD 21207.

The AREA Postal Championship tournaments are still plodding on—hindered somewhat by the failure of many of the participants to enclose their tournament victory slips inside a sealed interior envelope marked to the attention to the AREA Tournament Co-ordinator as per the tournament instructions. As a result, numerous games have been reported, but not to the Tournament Director. All participants in the AREA Postal Tournaments are urged to report now to Don Greenwood as to the games they've won or lost and the status of remaining games. Many contestants are due refunds which will not be issued until all of their scheduled games have been accounted for. Those wishing an update on how they stand in their tournament should send a SASE with their report on games in progress.

Only four tournaments have begun the final round of play. Ed Mineman, Patrick Flory and Robert Shurdut have begun the second round of *THE RUSSIAN CAMPAIGN*, but two heats of the first round remain undecided between Dale Garbutt and Robert Jones in Heat #1 and Kurt Blanche and Bill Salvatore and Lonnie Kelly in Heat #4. The final round of *PANZERBLITZ* is well underway with Richard Leach and Bruce Remsburg fighting it out for the top spot. *WATERLOO* remains mired in the first round with Heat #2 down to a single game between Peter Landry and James Naughton, but with the others lacking any clear leaders. *AFRIKA KORPS* has begun play in the final round with Joseph Beard and David Kopp slugging it out, but Heat #1 remains winnable by any of three entrants. *STALINGRAD* also has its first final round pairing with Gregory Smith taking on Frank Preissle. David Downing has won his heat in the *ANZIO* event, but must await the culmination of the Paul Fletcher-Tom Oleson match to enter the final play. *D-DAY*, the game with the potential to drag on the longest due to its possible 50-turn length has two shootouts going on in the first round between 3-0 competitors: Don Burdick vs. Iley LeBouef and Frank Preissle vs. Kevin McCarthy. The *BULGE* tournament continues to lag behind all the others, Heat #3 having not even reported any concluded games yet.

There are many fine amateur publications in this board-ranging hobby of ours. Now, Mr. Henricks brings us *The 'Zine Register*, a comprehensive listing of this multitude of 'zines—from *Appalling Greed* to *Xenogogic*. Found here too are listings for all the foreign gaming 'zines, a useful and important source for both hobbyists and the professionals. Each listing contains subscription information. And the editor's "Games Cross Reference", a readily read chart indicating the 'zines which consider each game, is an invaluable service. Copies can be obtained for \$2.00 from Mr. Roy Henricks, 128 Deerfield Drive, Pittsburgh, PA 15235.

From the wilds of North Dakota comes the folksy 'zine *Gamelog*. Given over to a board range of subjects related to the hobby, the most recent

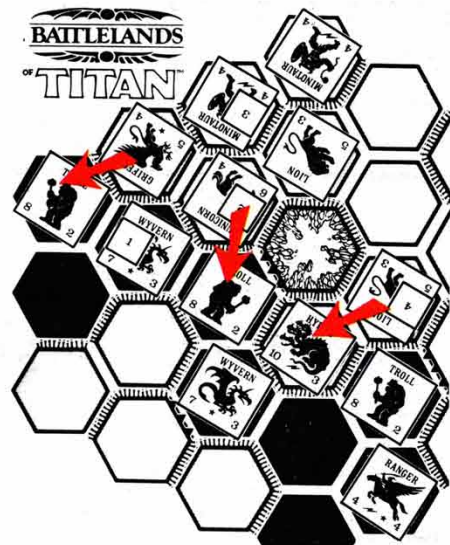
monthly issue was devoted to a lengthy report of the releases at ORIGINS '83. If a rambling, easy-going approach to your gaming interests is to your taste, take a look at *Gamelog*. A sample issue is available for \$.75—a one year subscription, \$7.50—from the editor, Mr. James Lurvey, P.O. Box 27, Belcourt, ND 58316.

Many readers tumbled to the fact that the key to the correct answer for Contest #113 revolved around the use of white phosphorus to flush out the German squads. We were reduced to checking the MP expenditure for each; even with that, some twenty-seven remained with identical solutions—all correct. So, another random drawing (attesting to the fact that the readership is simply too sharp for their own good) with the following ten as winners: Don Chappell, Encinitas, CA; Kyle Curle, Stevens Point, WI; Stephen Geislinger, Wheat Ridge, CO; Luis Gomez, Philadelphia, PA; Dan Himes, Winston-Salem, NC; Philip Lowmaster, Las Cruces, NM; Steven Nichols, Morgantown, WV; Russell Steenburgh, Litchfield, CT; Pierre Stutin, Geting, France; and Jim Tarsi, Bethlehem, PA.

The key to the defender's move in Contest #114 is to preserve the two Minotaurs. If both survive to the beginning of the fourth turn, the defending Legion will add a Dragon as a reinforcement. The Dragon can then fly directly into the volcano hex (a very strong position for a Dragon) when it enters. Defeat for the attacker looms large.

The defender's problem is thus to protect the Minotaurs and also offer a defense that will most likely result in a defender victory. Given the assumption that all die rolls would display average luck, rounded to the nearest whole number (.50 being rounded up), the best defender move is graphically shown below. Strikes are indicated in red.

This defense protects the minotaurs and was found, through playtesting, to result in a solid defender victory with reasonable forces remaining in the defending Legion. The subtleties of this move are: 1) the relative positions of the Unicorn and Griffon (which is adjacent to the volcano), 2) the Griffon and Unicorn attacks on the Trolls to their fronts (ignoring temporarily the Wyvern), and 3) the Lion suiciding against the Hydra. All of these facets of the position were found to have significant effect. Of course, anything can happen in a real game situation where dice are being rolled. Note that the fact that it is Turn 3 and that a defending Lion was killed on Turn 1 meant that no Angel would be available to the attacker.



OPPONENTS WANTED

Two 18 year olds seek ftf opponents in 3R and SL series. Chuck Sivley, 2104 Larkspur Ln., B'ham, AL 35226, 822-4557.

17 year old needs to pbn seeks pbn opponents for SL, COI, COD, GI, 3R, TRC. All replies answered. Tom Head, 4021 W. 84, Anchorage, AK 99502, 243-5028.

Mature opponents wanted for pbn FE, TRC, BB'81, PAA, TB, AF/DL, SL/COI. Area rated or not. All responses answered. Glenn Breiterman, 6131 East 16th Street, Tucson, AZ 85711.

Openings for players in pbn game mastered multi-player FT as seen in General 19-6. Send SASE for more details. Limited number of openings. Hurry! Christopher Daley, 2106 San Marcos, Claremont, CA 91711, (714) 624-4775.

Area 1500 prov. seeks ftf BB, PAA, in L.A., Santa Barbara, San Luis, Obispo, Bakersfield area. Play rated or unrated. Ty Bomba, 4051 Jackson Ave., #2, Culver City, CA 90230, (213) 558-8653.

Pair of self-taught gamers seek ftf opponents for SL, COI. Want to learn COD, GI. No "assassins" prefer "historians". Rip Smith, 6433 Kanan Dume Rd., Malibu, CA 90265 (213) 457-5413.

Average game needs opponents. I am tired of playing solitary! Would like to join a game club or start one. Stephen C. Humphrey, 2898 Glascock Street, Oakland, CA 94601, (415) 261-9988.

14 year olds pbn or ftf for VITP and ftf for PB, PL, 3R, VITP. All replies answered. Jim Olsen, 877 Crinella Dr., Petaluma, CA 94952, (707) 763-7972.

Mature adult looking for ftf AH games. Will play most anything. Paul C. Evers, Santa Ana, CA 92703, (714) 554-5594.

Any Squad Leaders in this land of Hot Tubs? I'm seeking adult opponents for SL, COI, COD, GI and UP FRONT. Richard Anderson, 416 Sherwood Dr., Sams Alito, CA 94965, 331-7372.

Adult gamer seeks ftf for AOC, FITW, LRT, PAA, TAC and BULL RUN. Any war game clubs in Danbury area? James T. Smith, 81 Greenwood Ave., Bethel, CT 06801, (203) 797-8351.

Help! Need patient opponents for pbn or ftf for DD, 1776, PB, TRC, will learn. All letters answered. Victor Sciorra, 35 Spring St., Danbury, CT 06810, (203) 792-6180.

Adult gamer looking for friendly ftf competition in 3R, W&P, TRC and AL. Willing to learn others. Christopher Bernard, 50 Willard St., Hartford, CT 06105, 1-203-549-7418.

Players sought for umpired multi-player pbn game of FT. Please contact: Gregory VanHouten, 14 Country Lane, Simsbury, CT 06070, (203) 651-0751.

Novice seeking opponents for pbn WSIM; using system in General, Vol. 18, No. 3, or any system you prefer. Jon Bernard, 7 Blount Road, New Castle, DE 19720, (302) 328-1220.

Pbn opponents wanted for: 1776, GE, CH, AL, CAE, SST, PL. Everyone answered. Prefer honor level system. Rated or not. Steve Stuckey, 3866 Old Savannah Rd., Box 237, Augusta, GA 30906, (404) 798-9765.

18 year old needs opponents for SL series, WSIM and AZ. Been playing three years. Ftf only, not AREA rated. Ben Gibby, 264 Spinnaker Landing, Roswell, GA 30076, 997-2924.

Experienced gamer seeks ftf for CAE, FG, FE and others including all Victory Games. Any clubs on South West side? Michael Neubauer, 6434 S. Karlov, Chicago, IL 60629, (312) 582-6318.

Adult game looking for same 20 yrs+ for on-going SL, COI, COD, GI series in North and NW Chicago area. Unrated. Additional games played include TB, W&P, SOA and FE. Kent Smoak, 1421 W. Birchwood Ave., Chicago, IL 60626, (312) 274-5758.

Teenager seeks opponent for CM and 3R. Will learn others. Prefer to play in person but will pbn. Call or write: Scot Martin, 4332 N. Carrollton, Indianapolis, IN 46205, (317) 283-1733.

Ftf opponent wanted for SL, COI. Like to learn 3R, BB, TRC, PAA, rest of SL system. Age no issue. Steve Haugse, 451 18th St., N.W., Cedar Rapids, IA 52405, 366-4749.

Adult gamer, experienced in complete SL series, seeking ftf in same. Don Clouse, 102 St. Francis Ct., #13, Louisville, KY 40205, (502) 451-8357.

Seeking mature individuals interested in playing testing SUB scenarios and rule modifications. Also those interested in playtesting W&P campaign game modifications. Ken Thorburn, 15455 Schafer Street, Baton Rouge, LA 70816, (504) 272-7527.

Wanted pbn opponents area or non-area for BB '81, WAT, DD, AK, GUAD. Prefer 21 yrs or older. Roger Greezick, P.O. Box 9265, Baltimore, MD 21222, 477-3880.

900 Prov. player wants rated opponents for FT, MD, WSIM. Will take any side. Pbn or ftf. James Thomas, 1124 Mary Drive, Oakland, MD 21550, (301) 334-8324.

Experienced SL, COI, COD, GI player seeks ftf opponents in Cottage Grove area. Unrated, non-smoker, (32). Have designed own boards. Paul Stuhlfaut, 8483 68th St., Cottage Grove, MN 55016, (612) 459-1733.

First Minnesota Historical Wargaming Society, welcomes all mature gamers in the Twin City area. Friday meeting, newsletter. Frank Manos, 722-1684.

Player with two years gaming experience looking for opponents for SL, COI, COD and GI. Patrick J. Norton, 312 Biglow Hall-WMU, Kalamazoo, MI 49008, (616) 383-1208.

Going loose in the Boonies. Adults seek pbn in GOA, WSIM, VITP, ftf anything. Also interested in use of computers in boardgaming. Have Commodore 64. Neil Schwarzwald, P.O. Box 1039, Wolf Point, MT 59201, (406) 653-2319.

American Wargaming Assoc. Democratic National All-Hobby Federation. Monthly magazine, miniatures, tournaments, discounts, committees, regional directors, convention assistance, matching, scenarios, si-fiction, publications, and more. Only \$8/year. Mr. & Mrs. Tom Scholle, 316 N. Oak, Eldon, MO 65026.

Can anyone play DIP, 3R, MD, VITP? Jay Kelsley, 257 Hewlett Ct., St. Louis, MO 63141, 878-2026.

Pbn, ftf, GE, CH, WSIM, DD, 1776, W&P, AZ, rated 1200. All letters answered. Charles Boehmer, 819 Sunset Rd., Beachwood, NJ 08722, (201) 486-7887.

Looking for mature ftf opponents in South Jersey. Have SL, COI, COD, PL, WAS, GI. Willing to learn new games. Joe Montgomery, Rt #1, Box 919-D, Franklinville, NJ 08322, (609) 697-4984.

Area 600 wants pbn action in SL, PL, COI, AK rated only should reply. I will answer all letters. Kevin W. Raznof, 1176 College Ave., #4, Elmira, NY 14901.

Wanted ftf Southern Tier 10 years exp. SL, COI, GI, 3R, BB, DIP, AK, TAC, TRC or willing to travel. Neil Kierst, 108 Humphry Rd., Great Valley, NY 14741, (716) 945-2002.

Looking for pbn, ftf opponents W&P any scenario, 3R any scenario. DD-77 ftf Germans. BB'81 ftf Germans. No AREA rated. All letters answered. Mark Jurkovich, 9 South Beecher Rd., Short Hills, NJ 07078, (201) 376-3777.

College student looking for pbn or ftf opponents for SL, COI, COD, GI. Start with first scenario. Need pbn system. Mike Stanley, Imperial Park, Chester, NY 10918.

Any non-AREA COI players in Rochester area? Where are you? Matt Gregory, 177 East Parkway, Rochester, NY 14617, 342-1850.

Will pbn AK, STAL, and TRC; ftf almost anything, rated or non-rated. Charlotte area players please call. Randy Kolivka, 3324-H Timberbrook Drive, Charlotte, NC 28208, 393-8096.

Need ftf opponent for SON, W&P, WSIM, NP, SA, CH, 3R, John Davis, 3901 McConnell Road, Greensboro, NC 27406, 697-7195.

Area rated 1500 Prov. ftf, pbn SL, COI, STAL, VITP, SUB, PB, PL, FT. All replies answered. Ken on Cleveland. Fred Hutton, 562 Darlington, Bedford, OH 44146, (216) 430-5494.

17 yr old novice gamer seeks opponents in any AH game. If I don't have, I'll learn. Would like to try TB, 4116 Ascot Dr., Cincinnati, OH 45239, 383-7222.

Need an opponent for SL, 3R, AF, GOA. Three years of experience; will learn other games. Dennis House, 528 W. Park Ave., Columbiana, OH 44408, 482-3524.

Will GM, DIP. Also need rated opponents for BIS, MD, PB, TRC. Rated 600. Jeff Sherer, 2409 Ridge Rd., N.E. Vienna, OH 44473, (216) 630-5097.

Opponent wanted for area pbn VITP using simo system detailed in Vol. 19-6. Rated 610, BCE. Scott Sherer, 2409 Ridge Rd., N.E. Vienna, OH 44473, (216) 630-5097.

Serious opponents wanted for SL, COI, COD, GI. Will take newcomers to the system. All inquiries will be answered. George M. Cooper, Rt. #1, Box 118-B, Chouteau, OK 74337, (918) 476-8598.

Just sent in for area rating. Pbn FT, AIW, TLD, SL, WSIM and TB; others if you have pbn system. All letters answered. Brad Lamp, 2115 N. Monroe St., Stillwater, OK 74075, (405) 372-6022.

Beginning area player seeks pbn or ftf in WSIM, PL, 3R, AF, DL. Need pbn systems. Ftf/SL, COD, Eric Boyle, 437 W. 7th St., Erie, PA 16502, (814) 459-7052.

Area 1600 rated; looking for pbn opponents in AK, WAT, STAL. Willing to play other AH games. Howard R. Christie, 43 E. Houston Ave., Montgomery, PA 17522, (717) 547-1082.

Opponents interested in Napoleonic Ops wanted. SON, NAP. At Bay, etc. Will play AH others, but currently interested in NAP's Campaigns. D.L. Cregar, 123 St. Marks Dr., Goose Creek, SC 29445, (803) 853-8125.

Any gamers out here? Ftf or pbn SL, COI, COD, AF, DL, FT, WSIM, TR and VITP. Tom O'Neill, Box 445, Sinai, SD 57061, (605) 826-4147.

FT Captain needs pbn opponents for zero luck game. For details send SASE to Randall Shinneman, 17228 Townley Court, Dallas, TX 75248, (214) 931-7961.

Adult novice wants reliable pbn opponents for BB'81, FE, PL and TLD. P. J. Becker, 12023 Hedgegate, Houston, TX 77065.

Want pbn for experimenting with DYO tactical matches of TT, AIW, RW, GSL, FT, SUB, JU, CAE. Open to suggestions. Forest Cole, Jr. 11210 Montverde Lane, Houston, TX 77099.

13 yr. old needs non-rated pbn opponents for SL and COI. Will also play LW. Chris Boyack, 765 S. 200 E., Springville, UT 84663, 489-6642.

Pbn opponents wanted for WSIM, FE, STAL, BB'81 rated or unrated. Area rating applied for. Only serious players need apply. Timothy Brittain, 228-B Mermaid Trail, Williamsburg, VA 23185, (804) 220-1236.

Looking for area rated opponent with a rating of 900-1700. Have 20+ games to choose from. Graham Gays, 2303 S.W. 114th, Seattle, WA 98146, (206) 241-5743.

Milwaukee wargamers welcome to weekly free Sat. ftf gaming at Univ. of Wis.-Milw. Student Union by UWM Players Assoc.; Robert Redmond, 2134 N. 61 St. Wauwatosa, WI 53213, (414) 453-4389.

Prov. rated 1500 player wants rated, unrated games of 3R, SL, COI, COD, GI, TLD, FT and RUMQUEST. Peter Serrador, 109 The Country Way, Kitchener, Ontario N2E 2K3, 376-3752.

Veteran gamer seeks pbn GOA, WAT, W&P. Area applied for. Need systems for GOA and W&P. Neal Spangler, 1-521 Higashi-Vishia, Higashi-Ku, Hiroshima, Japan 730.

Want contact gamers or club in Madrid area, PB, PL, 3R, BB, Benito Vera, Loper, De Hoyos 353, Madrid-33, Spain, 766-1142.

Many AH games, wargame material for sale. All good to excellent condition. All letters answered. Send SASE for complete list. Trade offers accepted. Chad Howard P. Christie, Marion Military Institute, Marion, AL 36756.

For Sale: Item/Min. bid Hex/GE-\$20, U.S. 1914-512, GENERALS Vol. 9, 1949 through Vol. 19-\$200.00. Send SASE to: Frank Hall, 650A Spring Street, Santa Cruz, CA 95060, (408) 423-1145.

OPPONENTS WANTED

For Sale: Original Air Force/Dauntless Expansion Kits. Red boxes still plastic sealed; four at \$45.00 each p.d. Louis Berry, 2239 N. Marter Ct., Sims Valley, CA 92065, (805) 383-3599.

AH games and some accessories for sale or trade. All good to mint. Send SASE for list and prices. Fran Coan, 259 Betha Avenue, Bristol, CT 06010, (203) 582-5814.

For Sale: GUAD, 1914 mint, management excellent condition. Send a SASE for list. John Farewell, 61 Midland Ave., Stamford, CT 06096, (203) 327-0919.

Buy, sell, trade old AH. Games by National Computerized Service. GUAD available The Game Exchange c/o John P. Farewell, 61 Midland Ave., Stamford, CT 06096, (203) 327-0919.

For Sale: GENERALS and other AH out of print games and magazines. Send SASE for list and your want list. Bill Forrester, 535 N.W. 31st Ave., Gainesville, FL 32601, 378-4173.

For Sale: Large list of out of print AH wargames and magazines, also GENERALS variants. Send SASE for lists. Wally Williams, Jr., 611 S.E. 1st Ave., Gainesville, FL 32601, (904) 373-3175.

For Sale: GUAD, 1914. Send SASE for list. Robert Bain, 1585 S. 350 N., West Lafayette, IN 47906.

Generals for Sale: Vol. 2, 3, 4, Vol. 3, 1-6, Vol. 4, 1-6, Vol. 5, 1-6, Vol. 6, 1-6, Vols 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000.

The "Opponents Wanted" advertisements appearing on this page are intended as a service to the readership of this periodical. This service will continue so long as certain editorial regulations are adhered to strictly. The editors of THE GENERAL reserve the right to excise any part of or an entire advertisement should these not be followed.

Want-ads will be accepted only when printed on the appropriate form or a reasonable facsimile. Send must be accompanied by the appropriate fee. This may take the form of uncanceled US postage; note that foreign postage is not acceptable. No refunds of this fee will be made, even should the ad not be printed due to failure to conform to AH policies.

FREDERICK THE GREAT

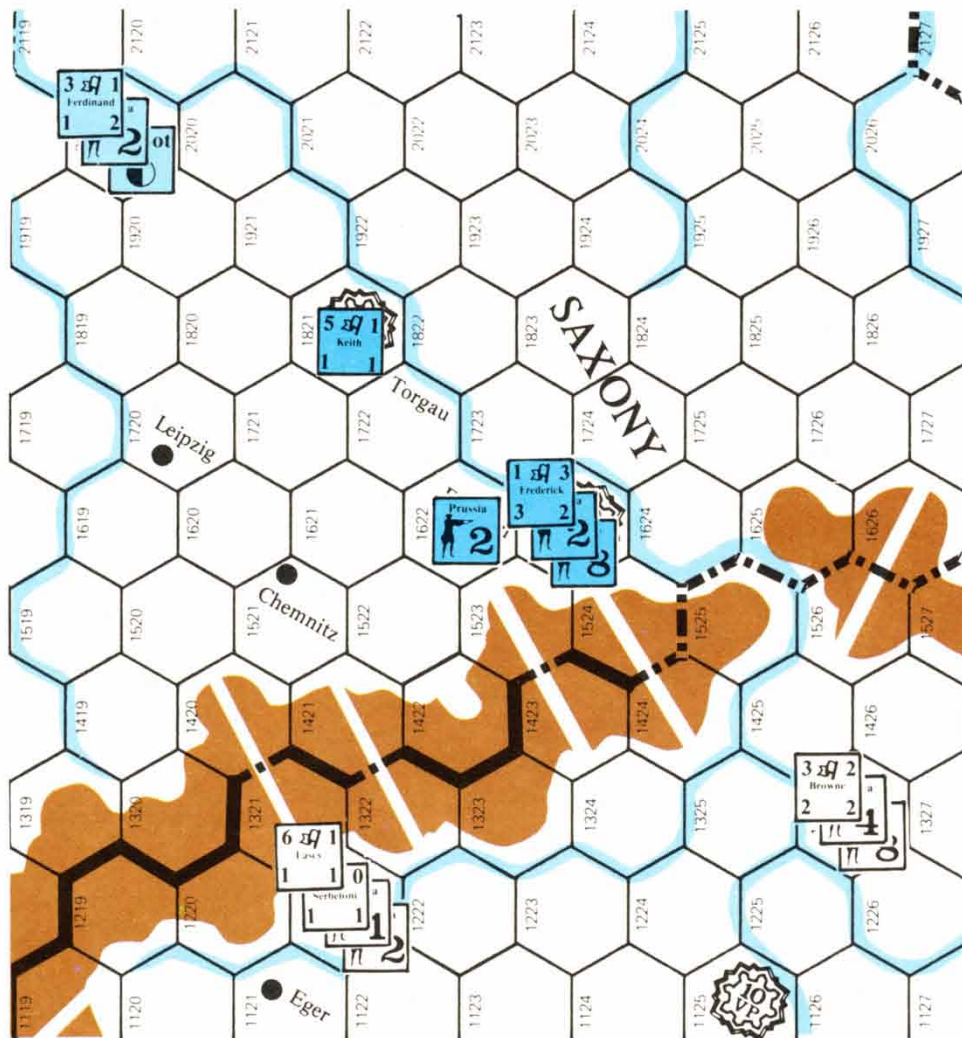
Variant Counters

1 ♙ 2 Frederik 2 2	4 ♙ 1 v. Schulenburg 1 1	1 ♙ 1 Charles of Lorraine 1 1	3 ♙ 1 Khevenhüller 1 1	7 ♙ 1 Batthyany 1 1	10 ♙ 0 Harsch 1 1	2 ♙ 1 Noailles 1 2	5 ♙ 0 Mallefois 1 1	8 ♙ 1 Robinet 1 1	1 ♙ 1 George II 1 1	1 ♙ 0 Seckendorf 1 0	Bavarian ♙ 1	1 ♙ 0 Rutowski 1 0	Saxon ♙ 2
2 ♙ 1 Schwerin 1 2	5 ♙ 1 v. Knyau 1 1	2 ♙ 2 Traun 1 2	4 ♙ 0 Nettperg 1 1	8 ♙ 0 Marshall 1 1	11 ♙ 0 Lobkowitz 1 1	3 ♙ 1 Chevert 0 1	6 ♙ 1 Coigny 1 1	9 ♙ 1 Janelle 1 1	2 ♙ 1 Hesse 1 1	Bavarian ♙ 4	Bavarian ♙ 1	2 ♙ 1 Arrim 1 1	Saxon ♙ 1
3 ♙ 1 Anhalt 2 1	6 ♙ 1 v. Gesler 1 2	5 ♙ 2 Browne 1 2	6 ♙ 0 Romer 1 1	9 ♙ 1 Dau 2 2	1 ♙ 1 de Broglie 1 1	4 ♙ 0 Belle-Isle 1 1	7 ♙ 0 de Bon 1 1	10 ♙ 0 de Grammont 1 0	3 ♙ 1 Brunswick 1 1	Bavarian ♙ 2	Bavarian ♙ 1	Saxon ♙ 4	Saxon ♙ 1

These counters are intended for use with Mr. Rosenberg's Silesian War scenarios (Vol. 20, No. 3). These variant counters may be readily incor-

These counters are intended for use with Mr. Blumberg's Silesian War scenarios (Vol. 20, No. 3). These variant counters may be readily incorporated in the existing counter mix.

CONTEST #115



In the 1756 scenario, King Frederick of Prussia—your enemy—seems determined to preempt your attack upon him by launching his own assault against Austria. The capture of Dresden will certainly assure Prussian victory—and your defeat—in this scenario. By Game Turn 14 (the sixth turn of play), after continuous force marching (and resultant losses due to attrition) the Prussians have taken Torgau and invested the fortress at Dresden. Frederick is ready to build a depot and may certainly attempt to breach the defenses on his eighth turn by rolling on the Siege Resolution Table. Your problem, as the opposing player, is simple.. Given the 65% probability that the Prussian player will roll dice that, when added to his leader's Initiative Rating, will total "5" or more, *what is the most economical action for the Coalition commander to perform on his Game Turn 14 which will prevent the Prussians from rolling on the Siege Resolution Table on Game Turn 16?* Only the forces depicted in the accompanying illustration are to be considered involved in the solution.

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Ten winning entries will receive AH merchandise credits. To be valid, an entry must be received prior to the mailing of the next issue of *The GENERAL* and include a numerical rating for this issue as a whole, as well as listing the three best articles. The solution to Contest #115 will appear in Vol. 20, No. 4 and a listing of the winners in Vol. 20, No. 5 of *The GENERAL*.

In Dresden



BULL RUN**\$16.00**

Operational Level Simulation of the Civil War's First Campaign

INSTRUCTIONS:

Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right (1 equating "excellent"; 5, "average"; 9, "terrible"). **EXCEPTION:** Rate items 7a and 7b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and a half hours to play the basic scenario of *FRANCE 1940*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 19, No. 4. Sub-categories are indicated by italics. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for **Complexity** and **Year of Publishing** have been provided; do not rate these categories.

1. Overall Value**2. Components****2a. Mapboard****2b. Counters****2c. Player's Aids****3. Complexity****3a. Complexity****4. Completeness of Rules****5. Playability****5a. Excitement Level****5b. Play Balance****6. Authenticity****7. Game Length****7a. Basic/Shortest****7b. Advanced/Longest****8. Year of Publication**

1983

\$1.00

\$1.00

Good for Postage Charges Only on Complete Game Purchases

This coupon is valid only for mail order purchases of complete games direct from Avalon Hill. Each postage coupon entitles the sender to deduct up to \$1.00 from the postage charges of any order for a complete game provided the amount deducted does not exceed the total postage charge for that order. Coupons are not usable for parts, magazines, or plain kit orders.

Shipping charges are 10% of the dollar amount of your order if sent to a USA address. Shipping costs to Canada and Mexico are 20% of the order; overseas orders must add 30%. Any past GENERAL postage coupons previously offering differential values may be used as the equal of this coupon.

Example: Customer A lives in the USA and orders a \$15 game. His postage charge is \$1.50 which he may pay by sending in 2 postage coupons and \$15, or 1 postage coupon and \$15.50. Customer B lives in Canada and orders the same game. He must pay \$15 in USA funds plus 3 postage coupons or \$15 plus \$1 for each postage coupon less than 3 which he sends.

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to routing the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil *THE GENERAL's* version of the gamer's TOP TEN.

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with *since* you received your last issue of *THE GENERAL*. With this we can generate a consensus list of what's being *played* . . . not just what is being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in Avalon Hill bias to the survey because you all play Avalon Hill games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

1. _____
2. _____
3. _____

Opponent Wanted

50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncanceled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will be accepted only when dealing with collector's items (out of print AH games) and are accompanied by a \$1.00 token fee. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.

Afrika Korps—AK, Air Force—AF, Alexander—AL, Alpha Omega—AO, Amoeba Wars—AW, Anzio—AZ, Arab-Israeli Wars—AIW, Assault On Crete—AOC, Bismarck—BIS, Blitzkrieg—BL, Battle Of The Bulge—BB, Bull Run—BR, Caesar Alesia—CAE, Caesar's Legions—CL, Chancellorsville—CH, Circus Maximus—CM, Civilization—CIV, Conquistador—CON, Cross Of Iron—COI, Crescendo Of Doom—COD, Dauntless—DL, D-Day—DD, Diplomacy—DIP, Down With The King—DWTK, Dragonhunt—DH, Flat Top—FT, Fortress Europa—FE, France 40—FR, Frederick The Great—FRED, Freedom In The Galaxy—FG, Fury In The West—FITW, Gettysburg—GE, G.I.: Anvil Of Victory—GI, Gladiator—GL, Guns Of August—GOA, Gunslinger—GSL, Jutland—JU, Kingmaker—KM, Legend Of Robin Hood—LRH, The Longest Day—TLD, Little Round Top—LRT, Luftwaffe—LW, Machiavelli—MA, Magic Realm—MR, Midway—MD, Napoleon—NP, Napoleon at Bay—NAB, Origins—OR, Outdoor Survival—OS, PanzerArmee Afrika—PAA, Panzerblitz—PB, Panzer Gruppe Guderian—PGG, Panzerkrieg—PK, Panzer Leader—PL, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Squad Leader—SL, Stalingrad—STAL, Starship Troopers—SST, Storm Over Arnhem—SOA, Struggle Of Nations—SON, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Titan—TT, Tobruk—TB, Trirème—TR, Up Front—UF, Victory In The Pacific—VITP, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wizard's Quest—WQ, Wooden Ships & Iron Men—WSIM.

NAME _____ PHONE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

CONTEST No. 115

Merely note the actions of each leader in the space assigned. The number of points assigned to each leader must be indicated. Any combat must indicate odds at which the attack is made. Movement must indicate the *exact* route taken.

Lasey:

Serbeloni:

Browne:

Rutowski:

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)
Best 3 Articles

1. _____
2. _____
3. _____

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____